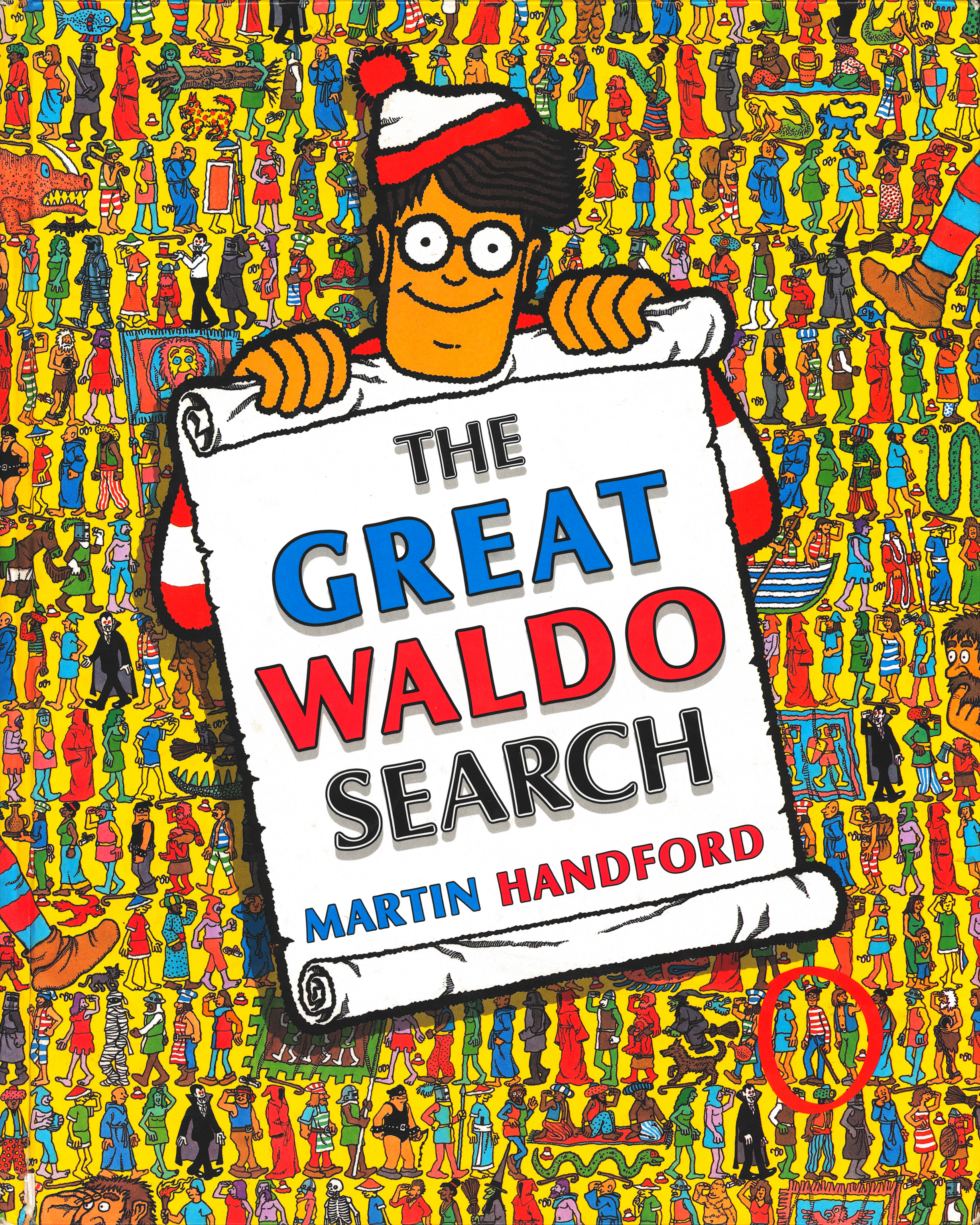
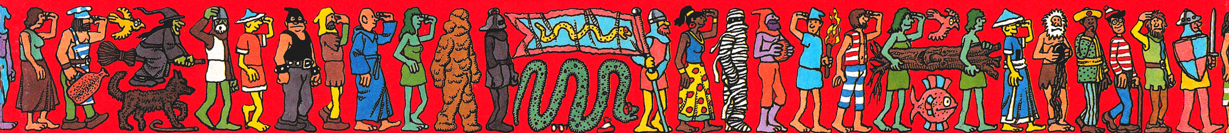
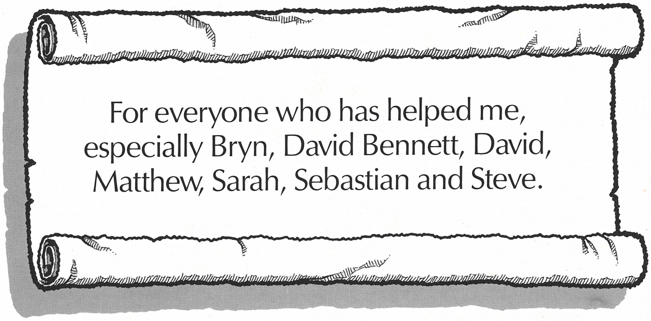


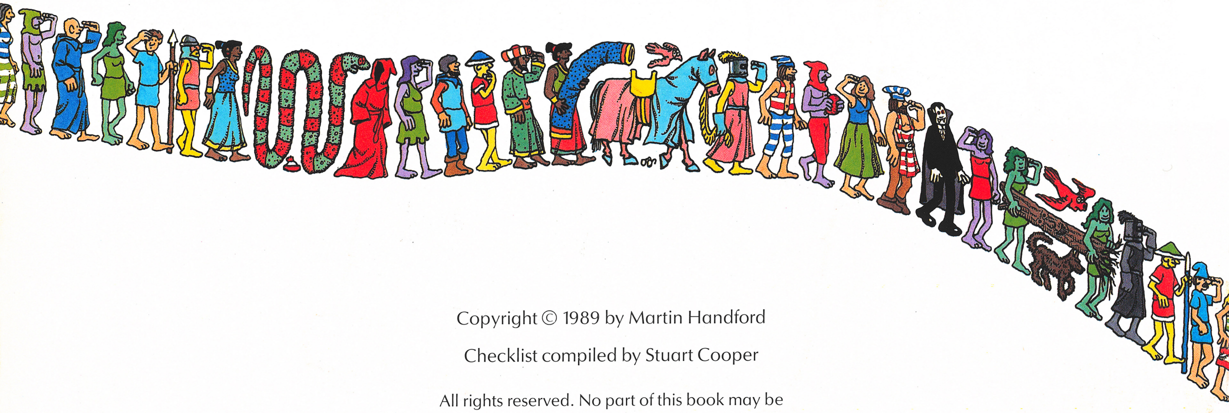
THE GREAT WALDO SEARCH

MARTIN HANDFORD





For everyone who has helped me,
especially Bryn, David Bennett, David,
Matthew, Sarah, Sebastian and Steve.



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Checklist compiled by Stuart Cooper

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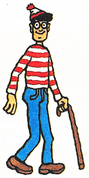
THE GREAT WALDO SEARCH

MARTIN HANDFORD

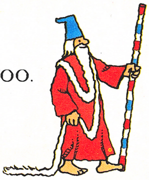
Little, Brown and Company
Boston Toronto London

THE GOBBLING GLUTTONS

ONCE UPON A TIME (O FAITHFUL FOLLOWERS OF WALDO!) YOUR BOBBLE-HATTED HERO EMBARKED UPON A FANTASTIC JOURNEY. FIRST, AMONG A THRONG OF GOBBLING GLUTTONS, HE MET THE WIZARD WHITEBEARD, WHO COMMANDED HIM TO FIND A SCROLL, AND ON THE SCROLL THESE WORDS WERE WRITTEN:



WHEREVER WALDO GOES,
HIS FOLLOWERS WILL FIND HIM.
SO WHERE'S WALDO NOW?

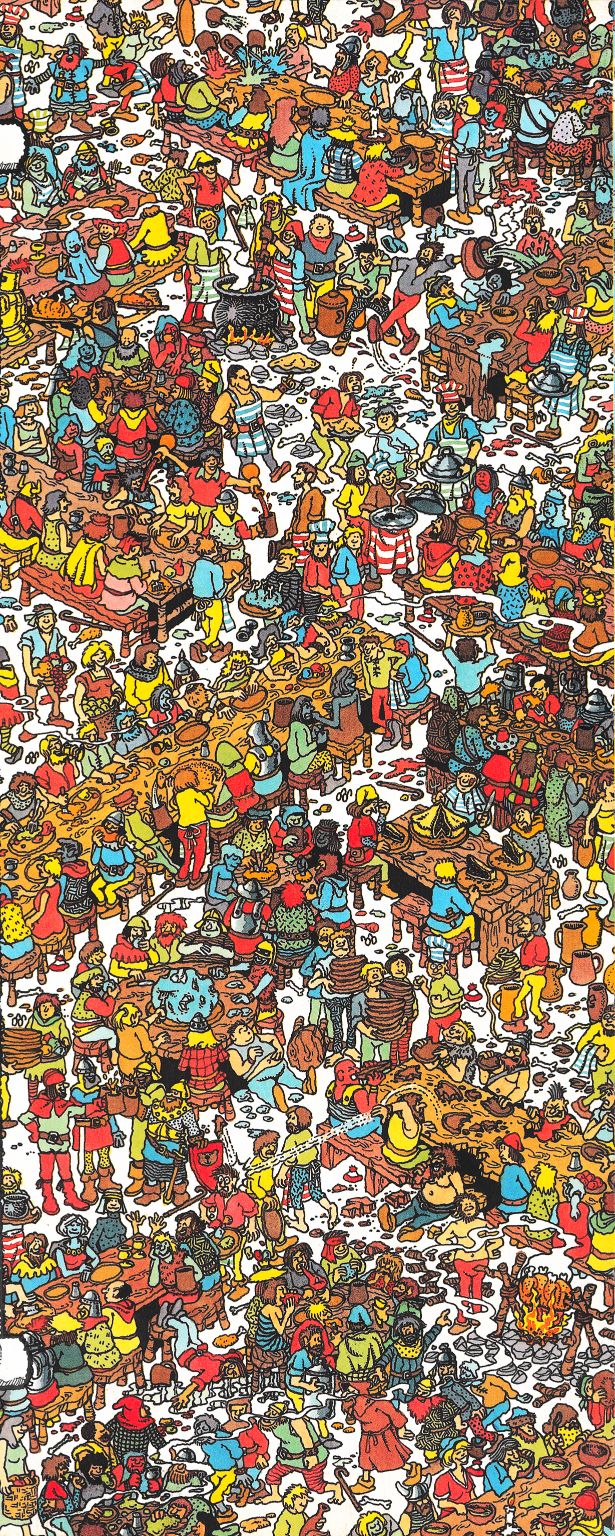


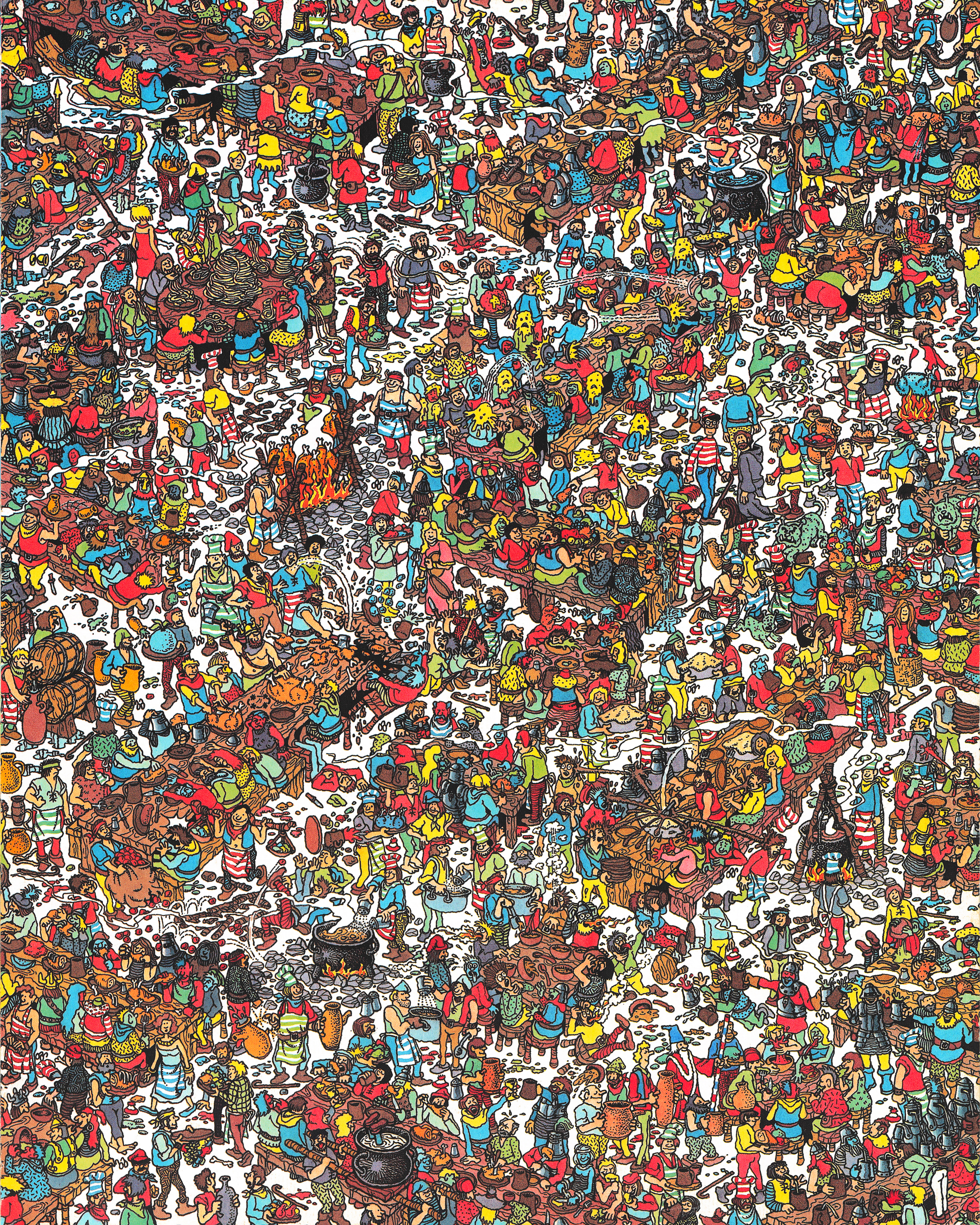
WHEREVER WALDO GOES,
THE WIZARD WHITEBEARD GOES TOO.
SO WHERE'S THE WIZARD?

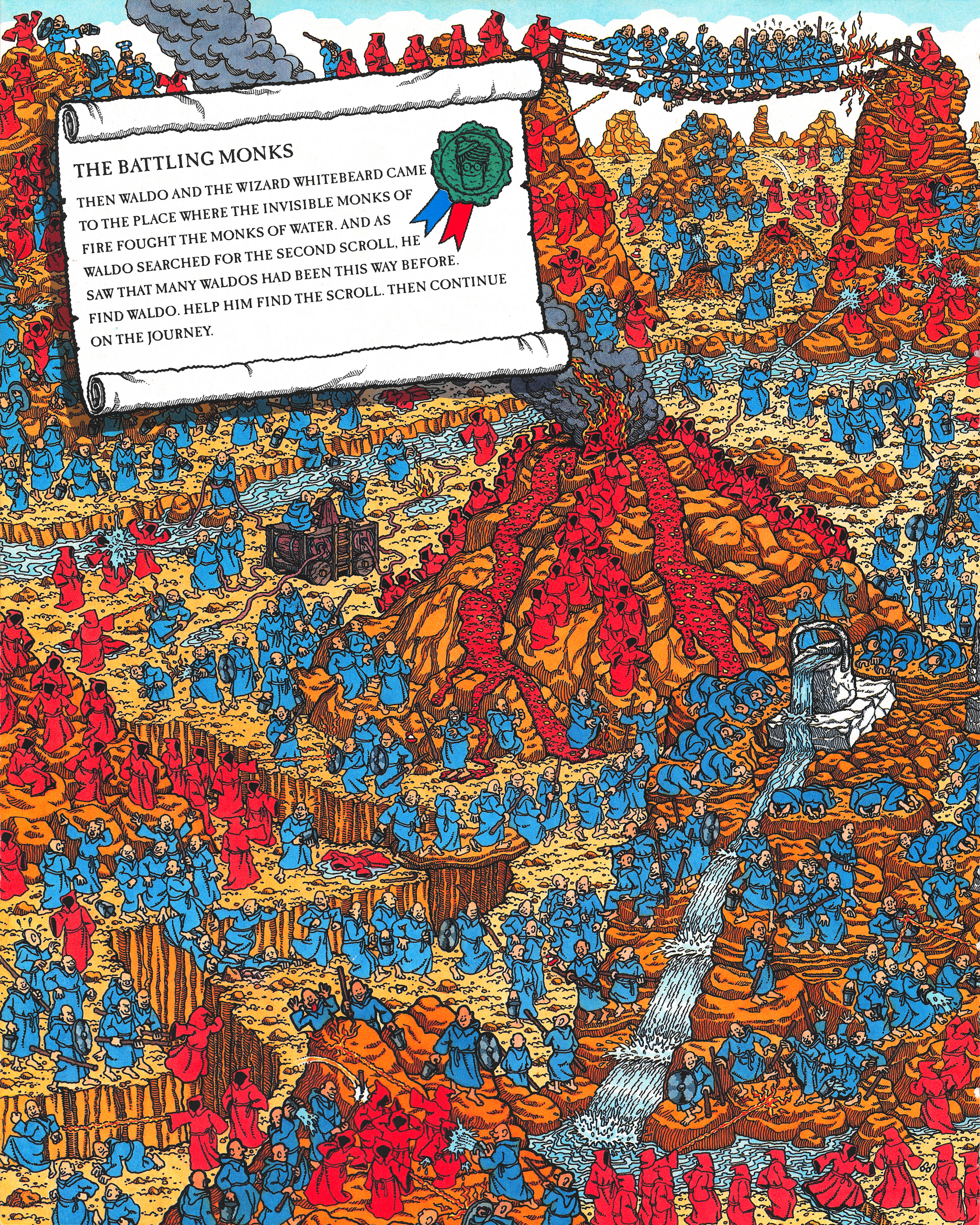
WHEREVER WALDO GOES,
HE MUST FIND A SINGLE SCROLL.
SO WHERE'S THE SCROLL?

THEN THE WIZARD WHITEBEARD TOLD WALDO TO CONTINUE WITH HIS JOURNEY AND NEVER TO REST UNTIL HE HAD FOUND TWELVE SCROLLS. FOR THEN HE WOULD UNDERSTAND THE PURPOSE OF HIS JOURNEY; THEN HE WOULD SEE THE TRUTH ABOUT HIMSELF.

SO ONWARD, EVER UPWARD (O NOBLE FRIENDS OF WALDO!). JOIN YOUR HERO ON HIS FANTASTIC JOURNEY. HELP HIM ON THE GREAT WALDO SEARCH.

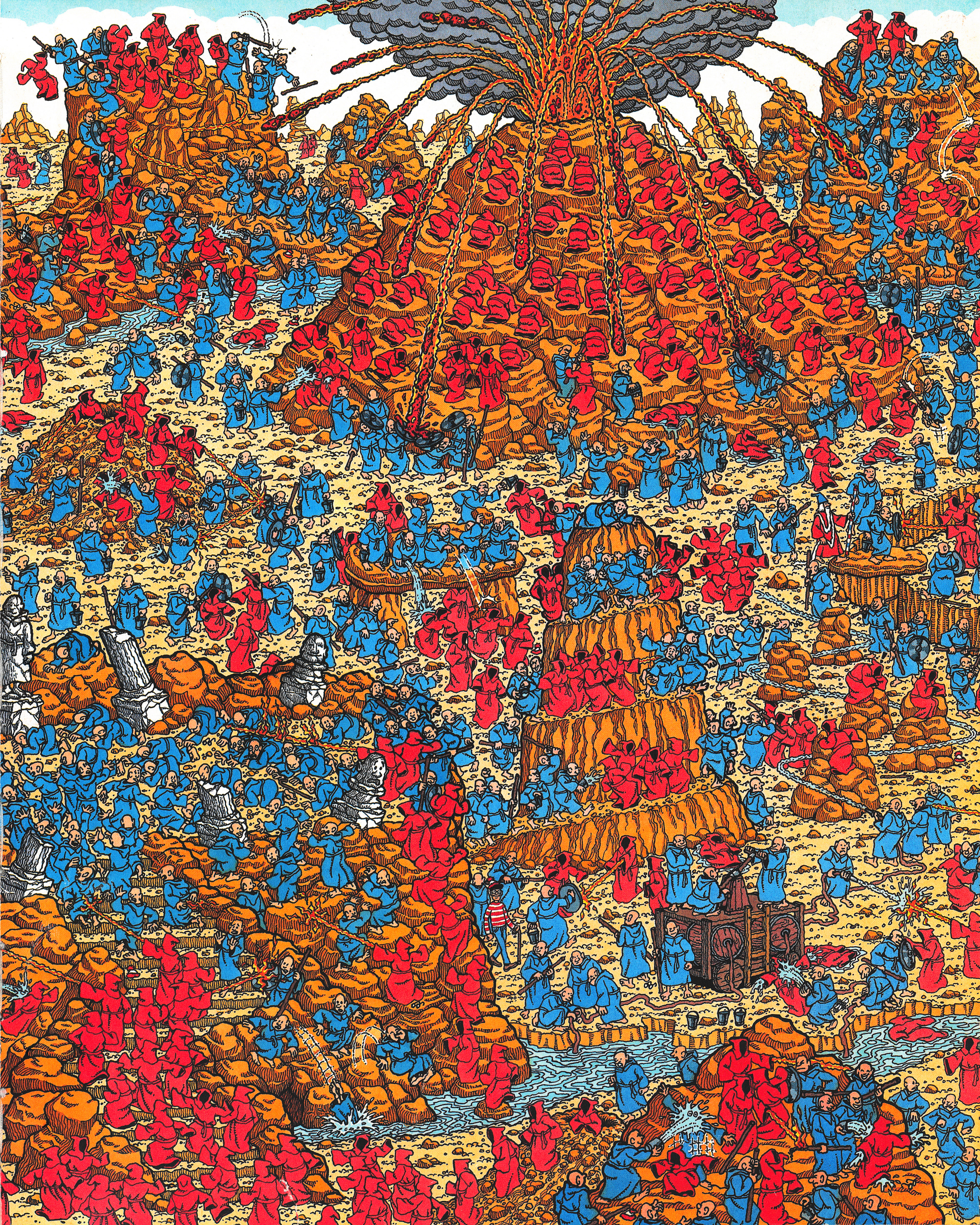


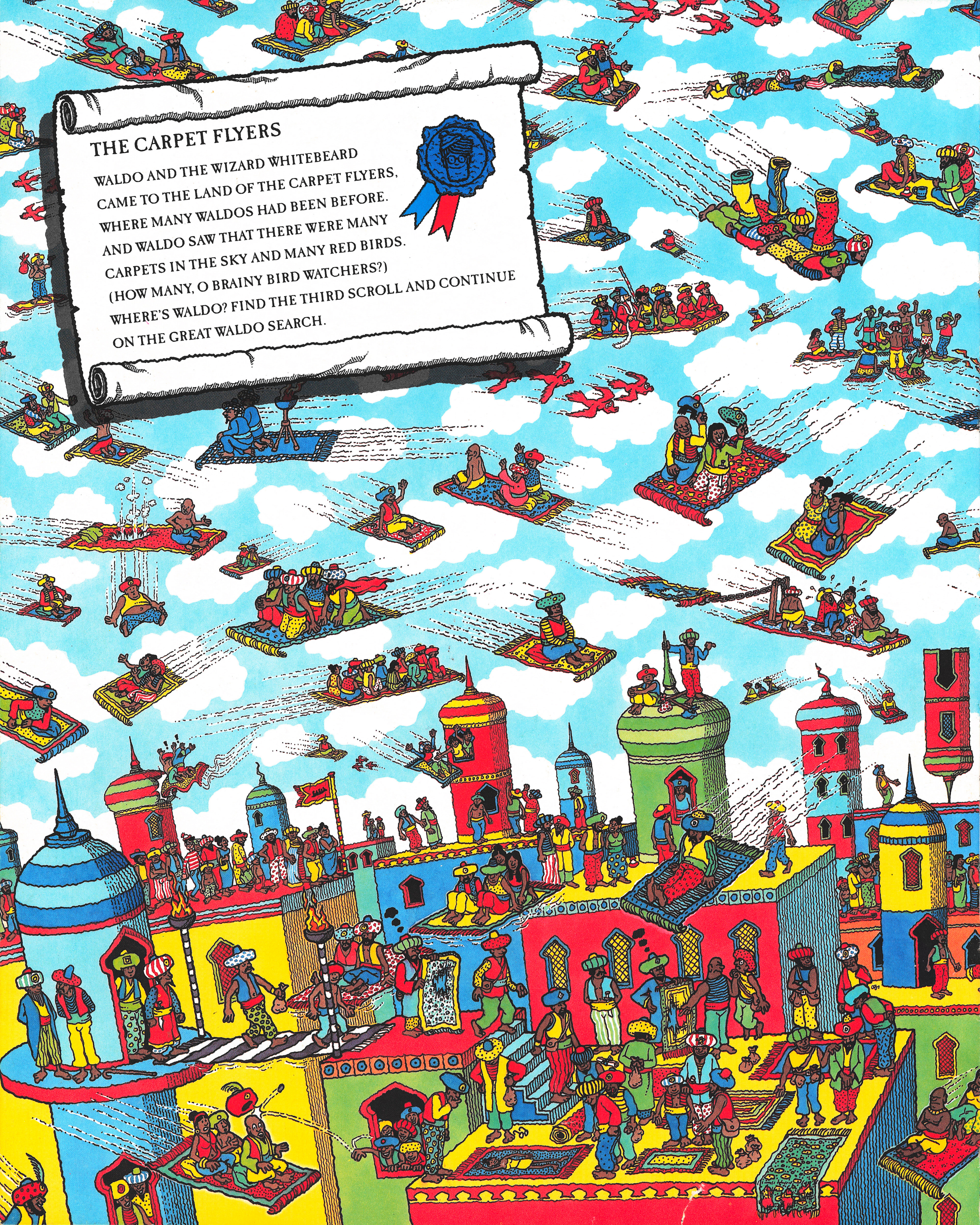




THE BATTLING MONKS

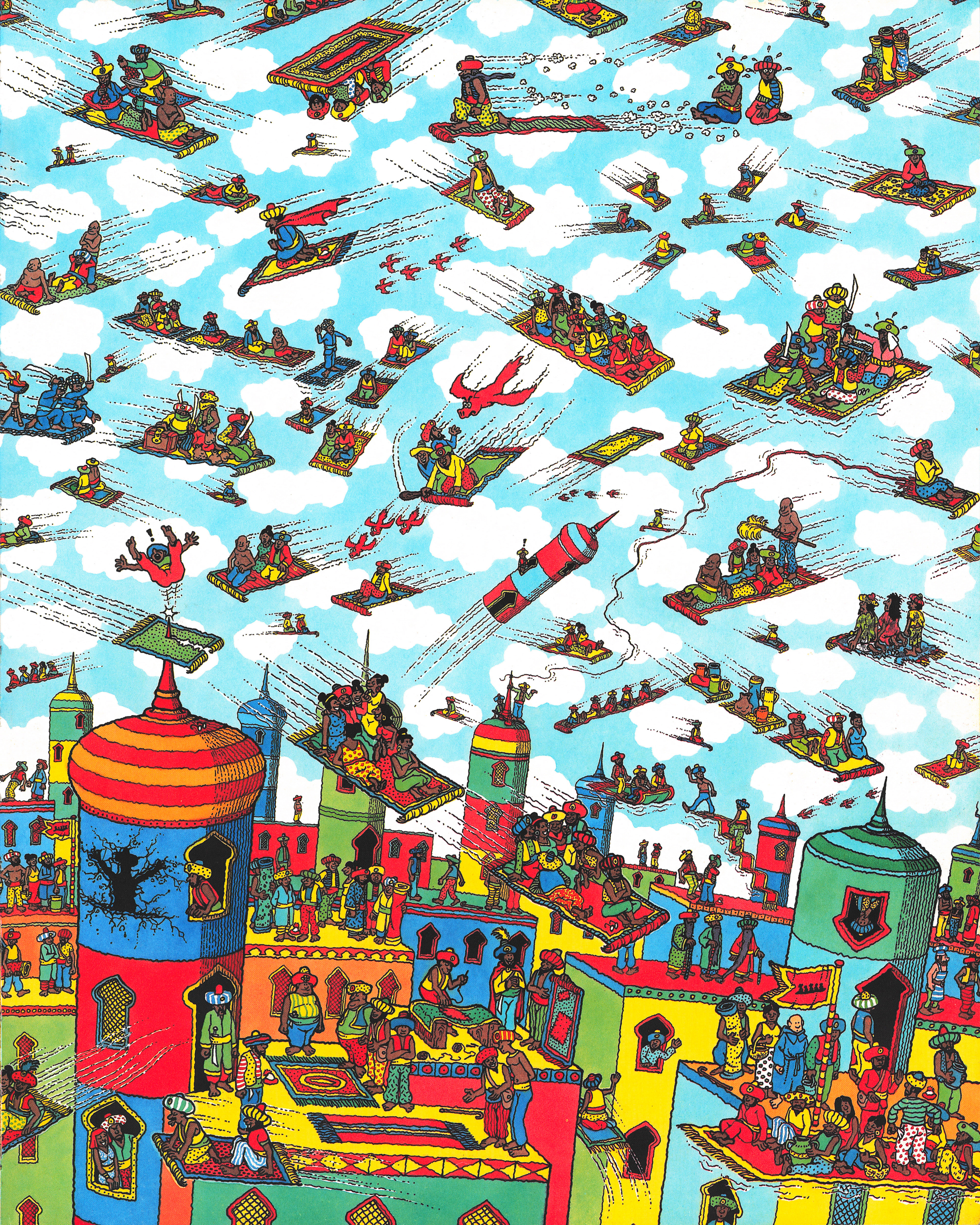
THEN WALDO AND THE WIZARD WHITEBEARD CAME TO THE PLACE WHERE THE INVISIBLE MONKS OF FIRE FOUGHT THE MONKS OF WATER. AND AS WALDO SEARCHED FOR THE SECOND SCROLL, HE SAW THAT MANY WALDOS HAD BEEN THIS WAY BEFORE. FIND WALDO. HELP HIM FIND THE SCROLL. THEN CONTINUE ON THE JOURNEY.

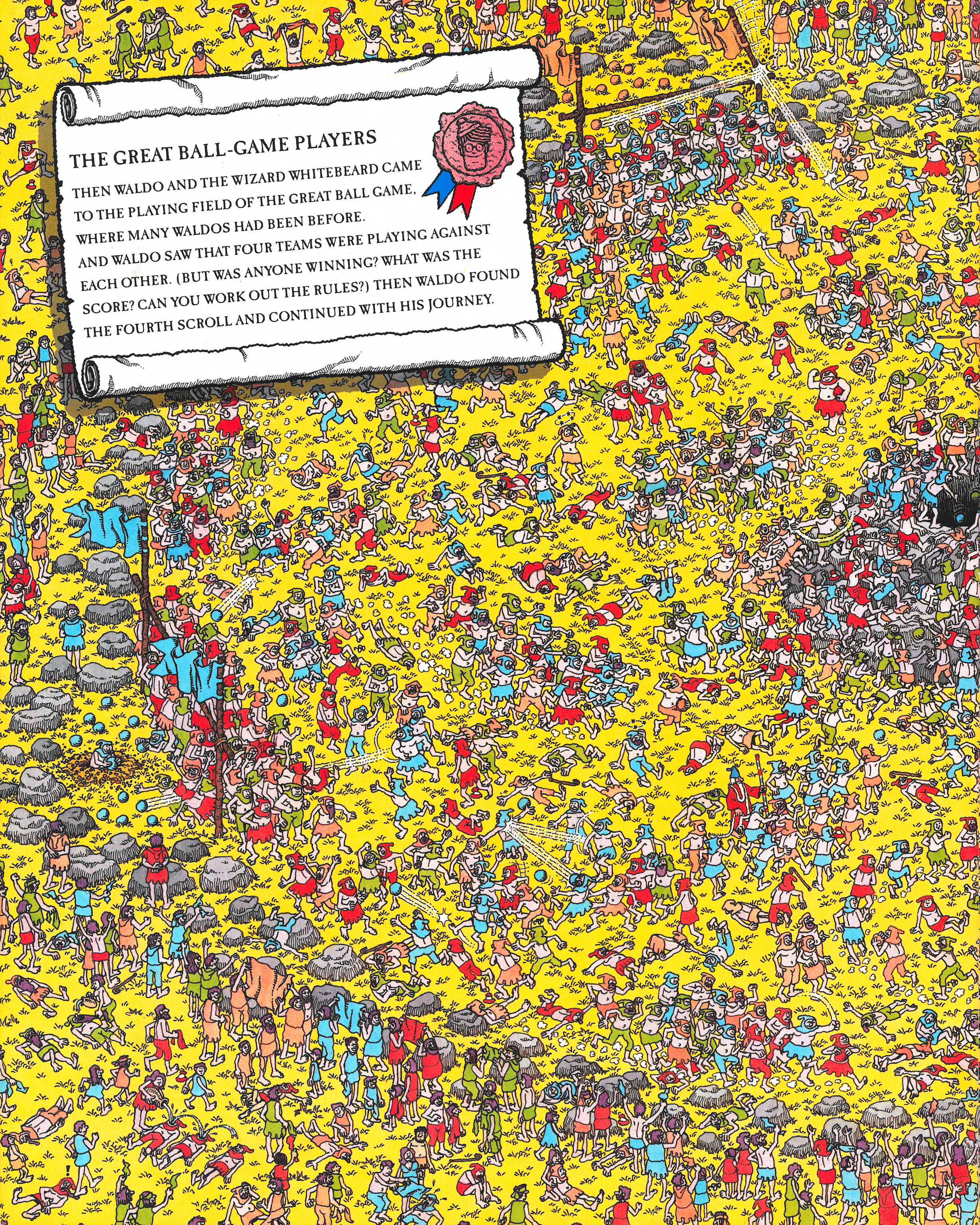




THE CARPET FLYERS

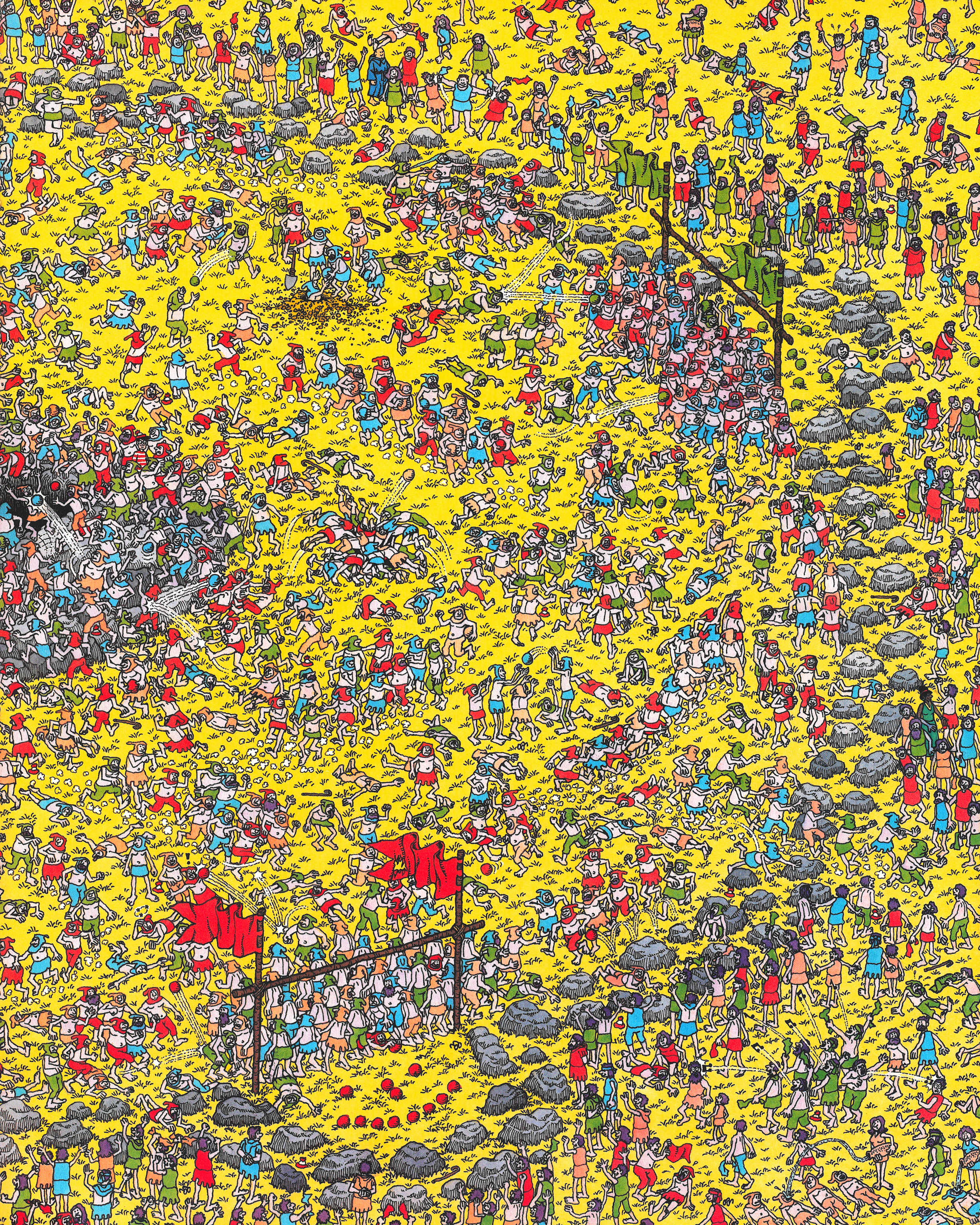
WALDO AND THE WIZARD WHITEBEARD CAME TO THE LAND OF THE CARPET FLYERS, WHERE MANY WALDOS HAD BEEN BEFORE. AND WALDO SAW THAT THERE WERE MANY CARPETS IN THE SKY AND MANY RED BIRDS. (HOW MANY, O BRAINY BIRD WATCHERS?) WHERE'S WALDO? FIND THE THIRD SCROLL AND CONTINUE ON THE GREAT WALDO SEARCH.

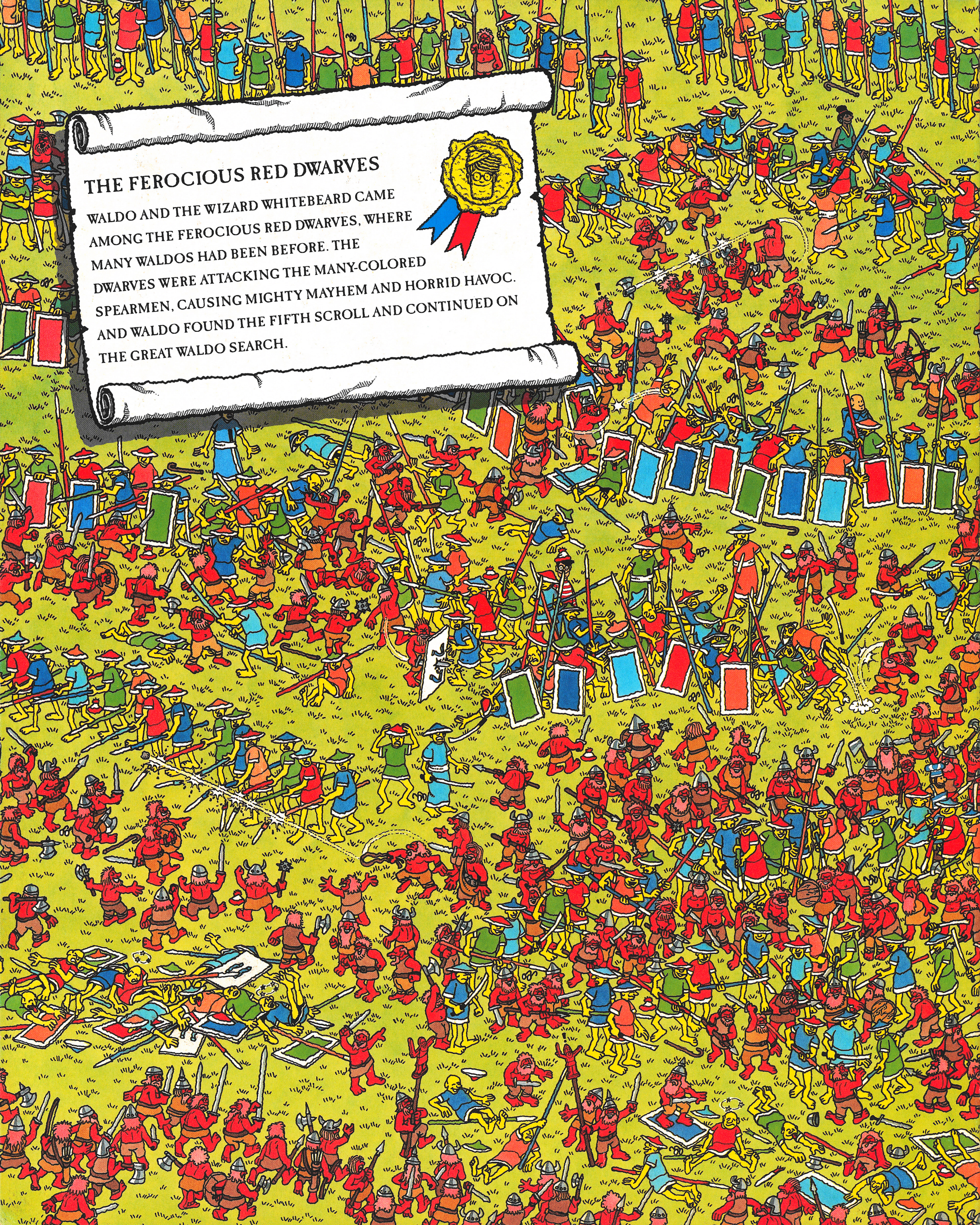




THE GREAT BALL-GAME PLAYERS

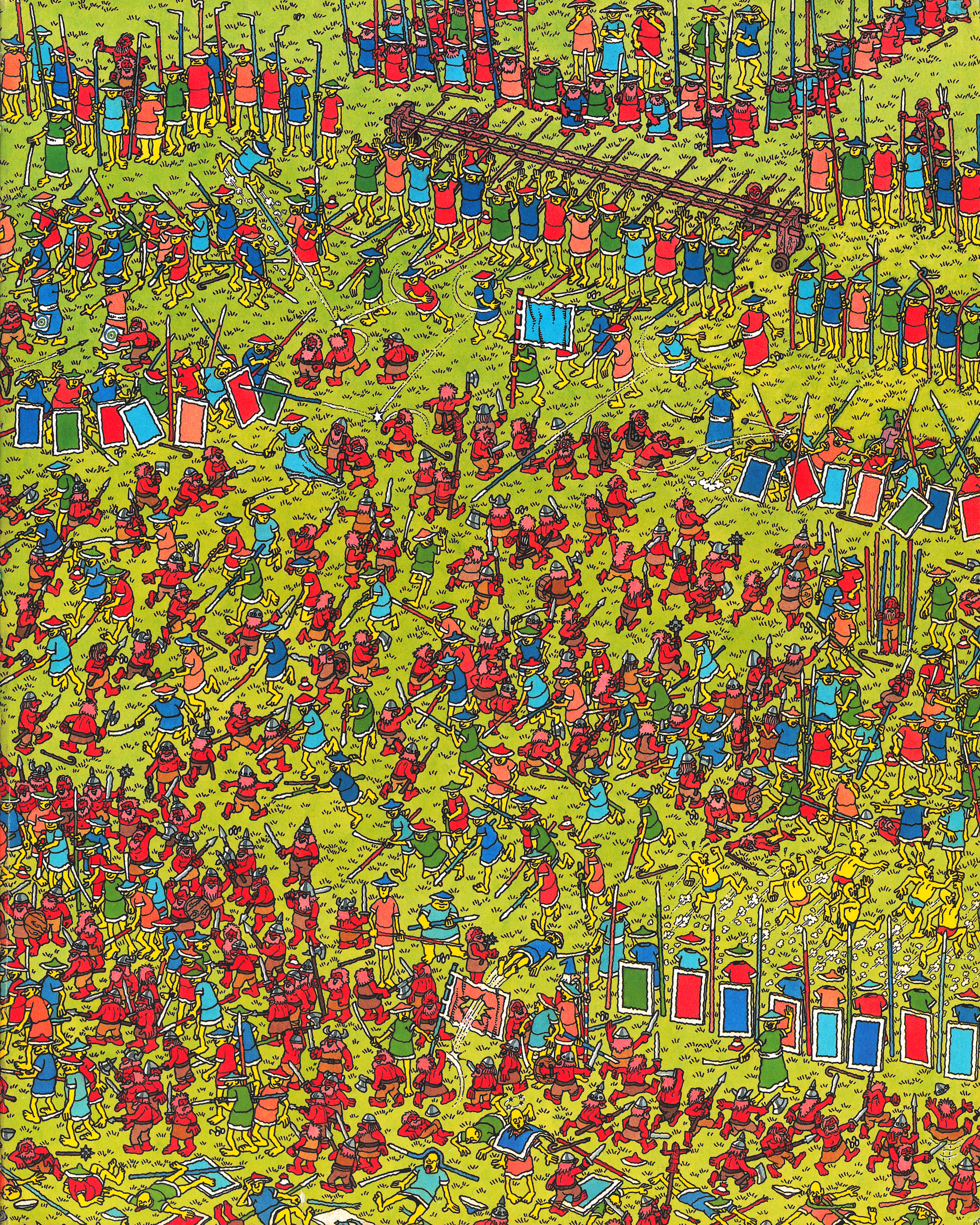
THEN WALDO AND THE WIZARD WHITEBEARD CAME TO THE PLAYING FIELD OF THE GREAT BALL GAME, WHERE MANY WALDOS HAD BEEN BEFORE. AND WALDO SAW THAT FOUR TEAMS WERE PLAYING AGAINST EACH OTHER. (BUT WAS ANYONE WINNING? WHAT WAS THE SCORE? CAN YOU WORK OUT THE RULES?) THEN WALDO FOUND THE FOURTH SCROLL AND CONTINUED WITH HIS JOURNEY.





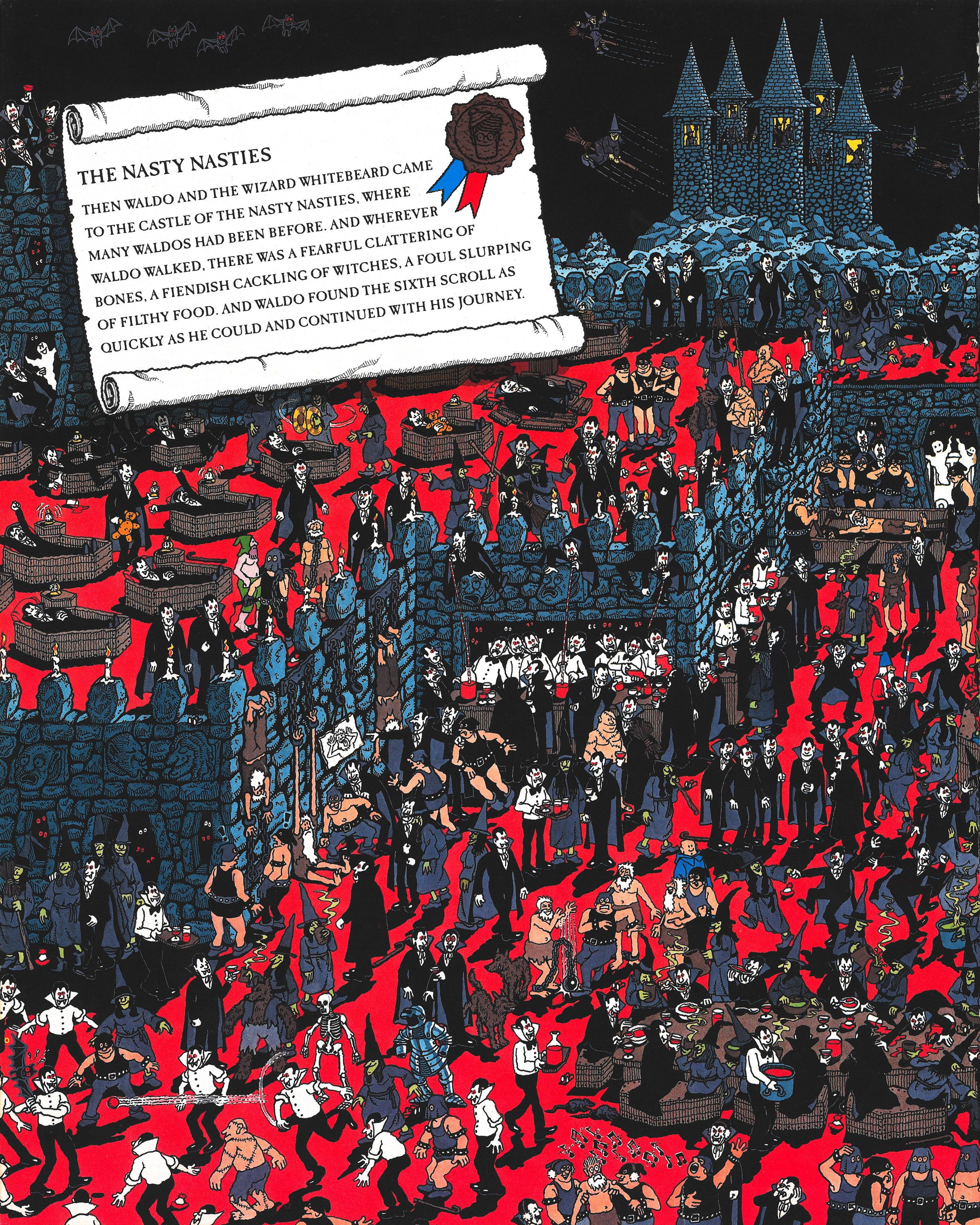
THE FEROCIOUS RED DWARVES

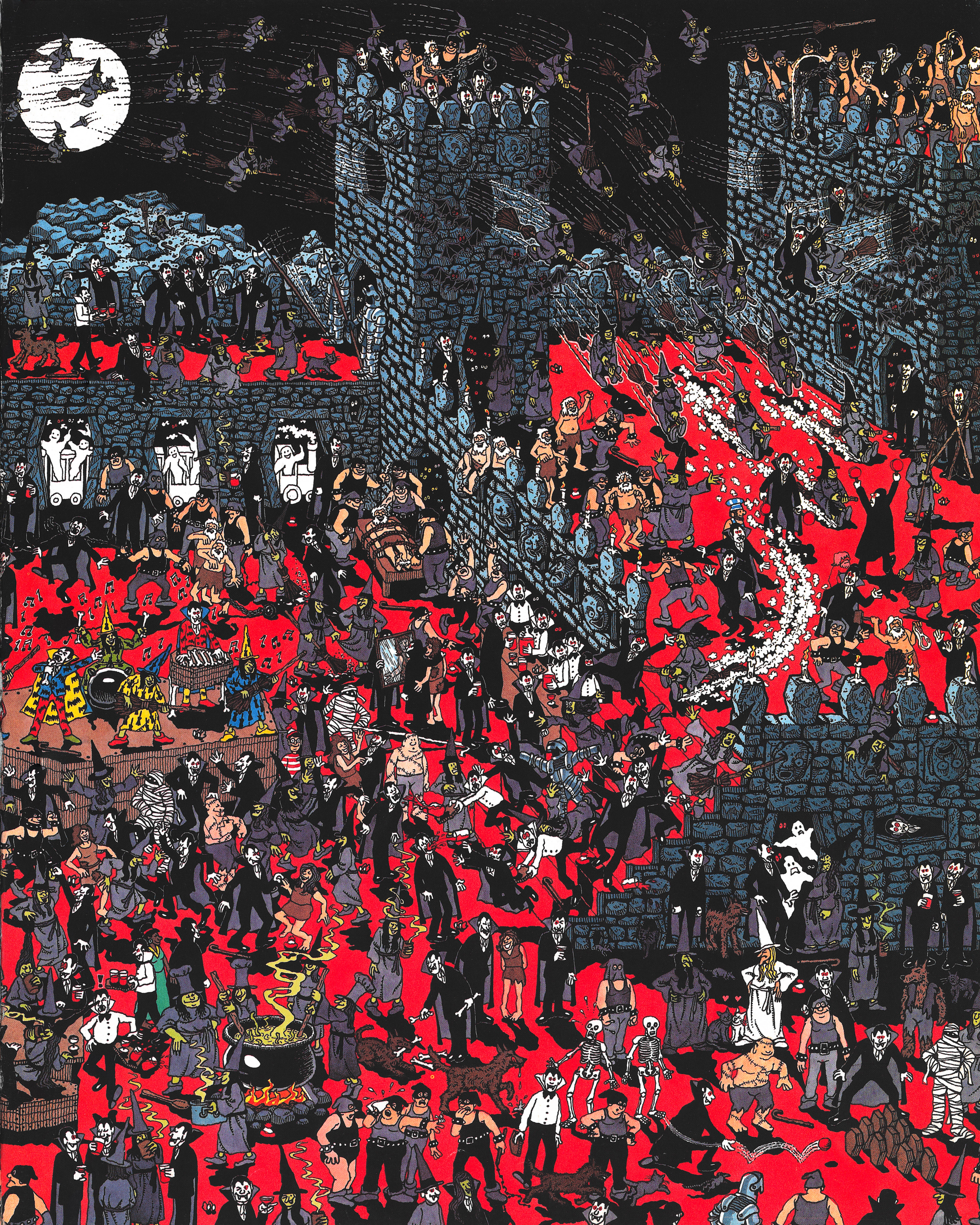
WALDO AND THE WIZARD WHITEBEARD CAME AMONG THE FEROCIOUS RED DWARVES, WHERE MANY WALDOS HAD BEEN BEFORE. THE DWARVES WERE ATTACKING THE MANY-COLORED SPEARMEN, CAUSING MIGHTY MAYHEM AND HORRID HAVOC. AND WALDO FOUND THE FIFTH SCROLL AND CONTINUED ON THE GREAT WALDO SEARCH.



THE NASTY NASTIES

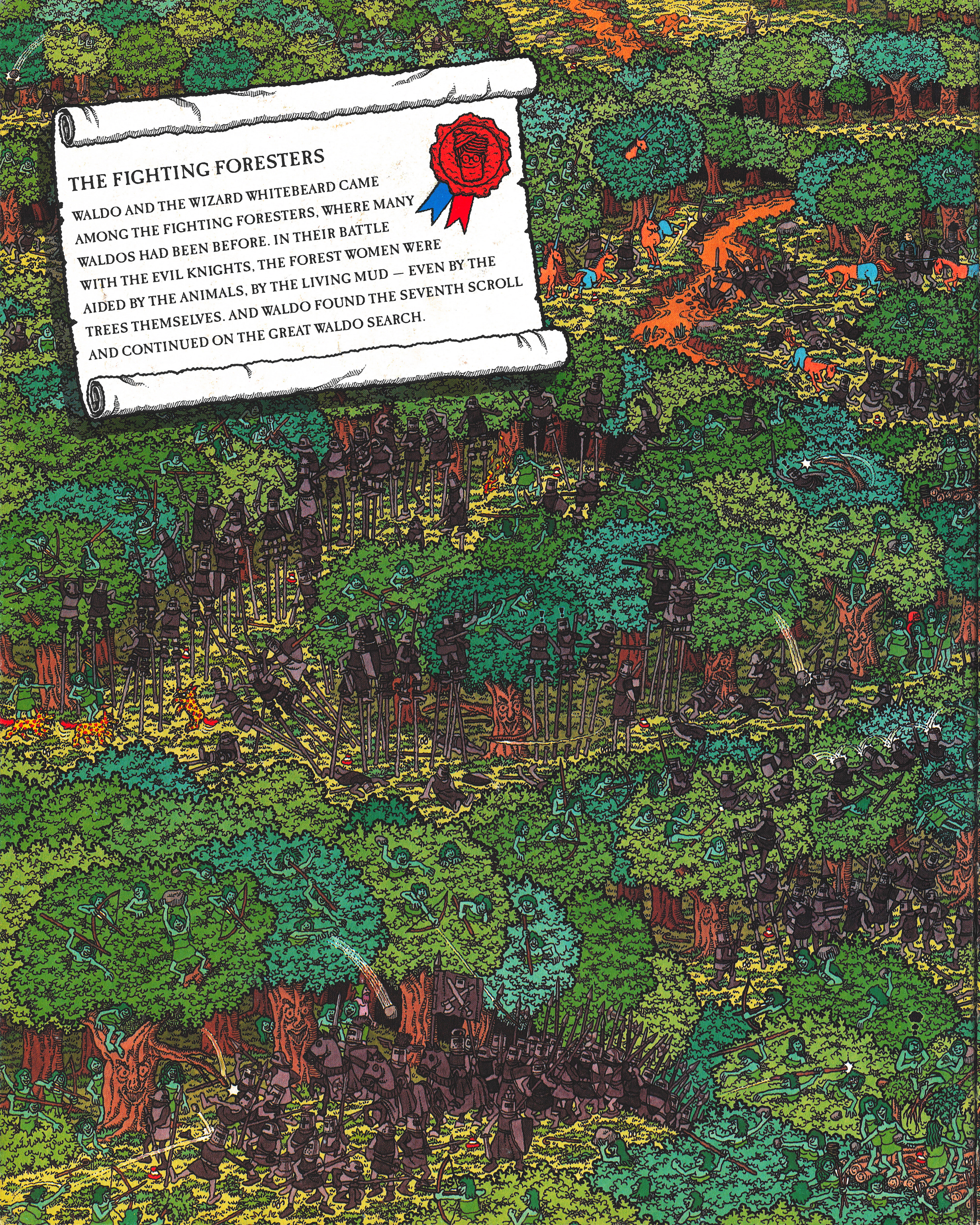
THEN WALDO AND THE WIZARD WHITEBEARD CAME TO THE CASTLE OF THE NASTY NASTIES, WHERE MANY WALDOS HAD BEEN BEFORE. AND WHEREVER WALDO WALKED, THERE WAS A FEARFUL CLATTERING OF BONES, A FIENDISH CACKLING OF WITCHES, A FOUL SLURPING OF FILTHY FOOD. AND WALDO FOUND THE SIXTH SCROLL AS QUICKLY AS HE COULD AND CONTINUED WITH HIS JOURNEY.

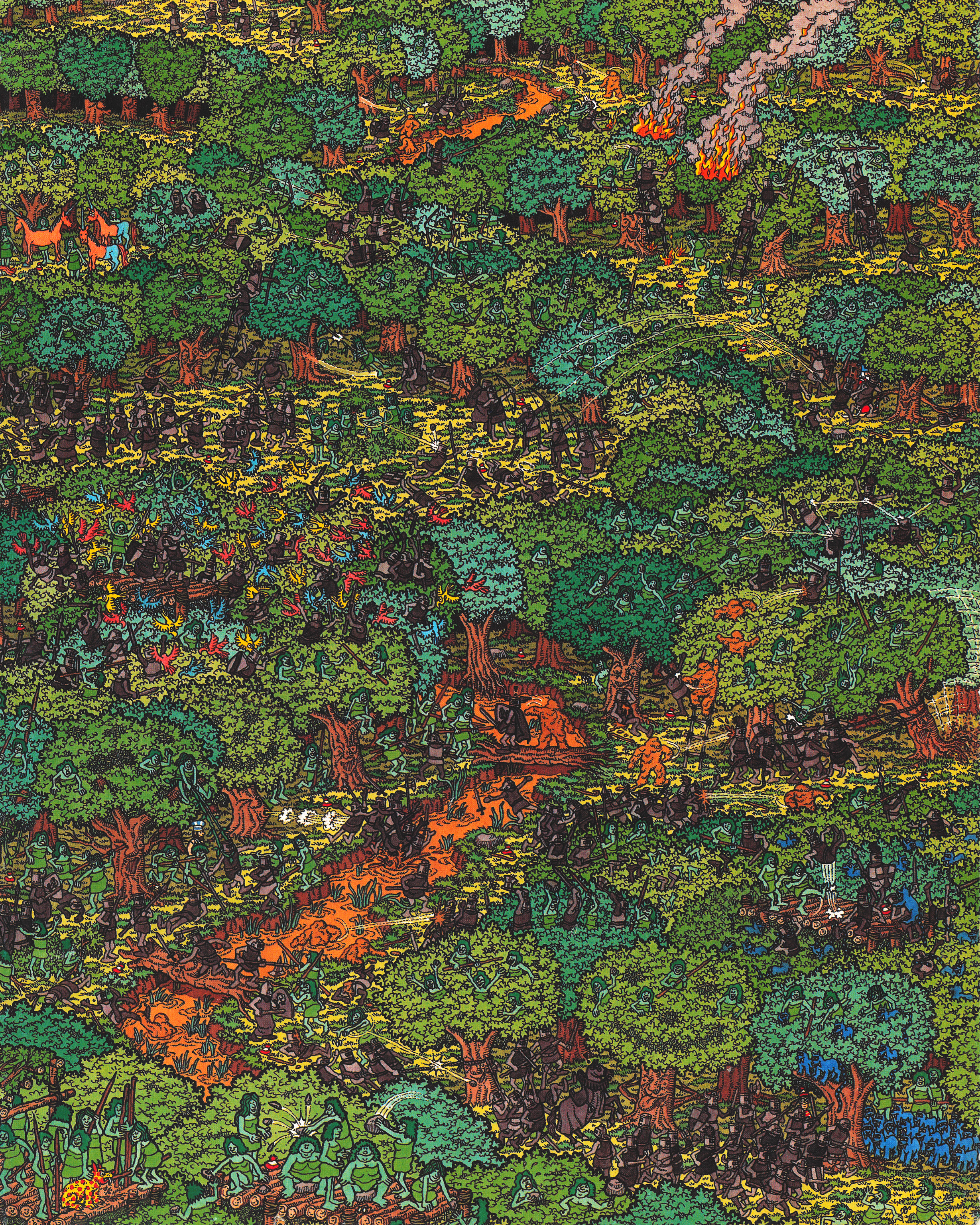


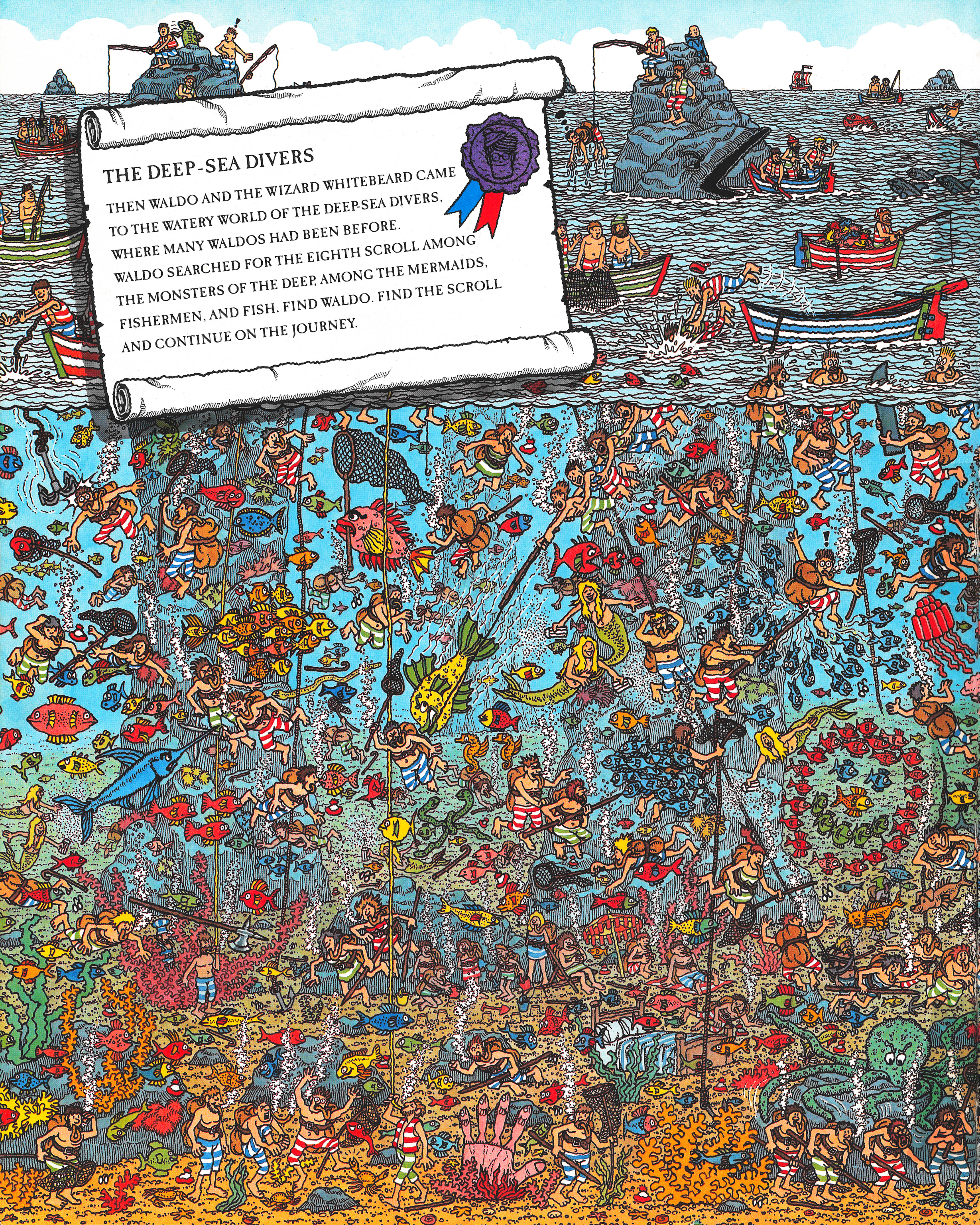


THE FIGHTING FORESTERS

WALDO AND THE WIZARD WHITEBEARD CAME AMONG THE FIGHTING FORESTERS, WHERE MANY WALDOS HAD BEEN BEFORE. IN THEIR BATTLE WITH THE EVIL KNIGHTS, THE FOREST WOMEN WERE AIDED BY THE ANIMALS, BY THE LIVING MUD — EVEN BY THE TREES THEMSELVES. AND WALDO FOUND THE SEVENTH SCROLL AND CONTINUED ON THE GREAT WALDO SEARCH.

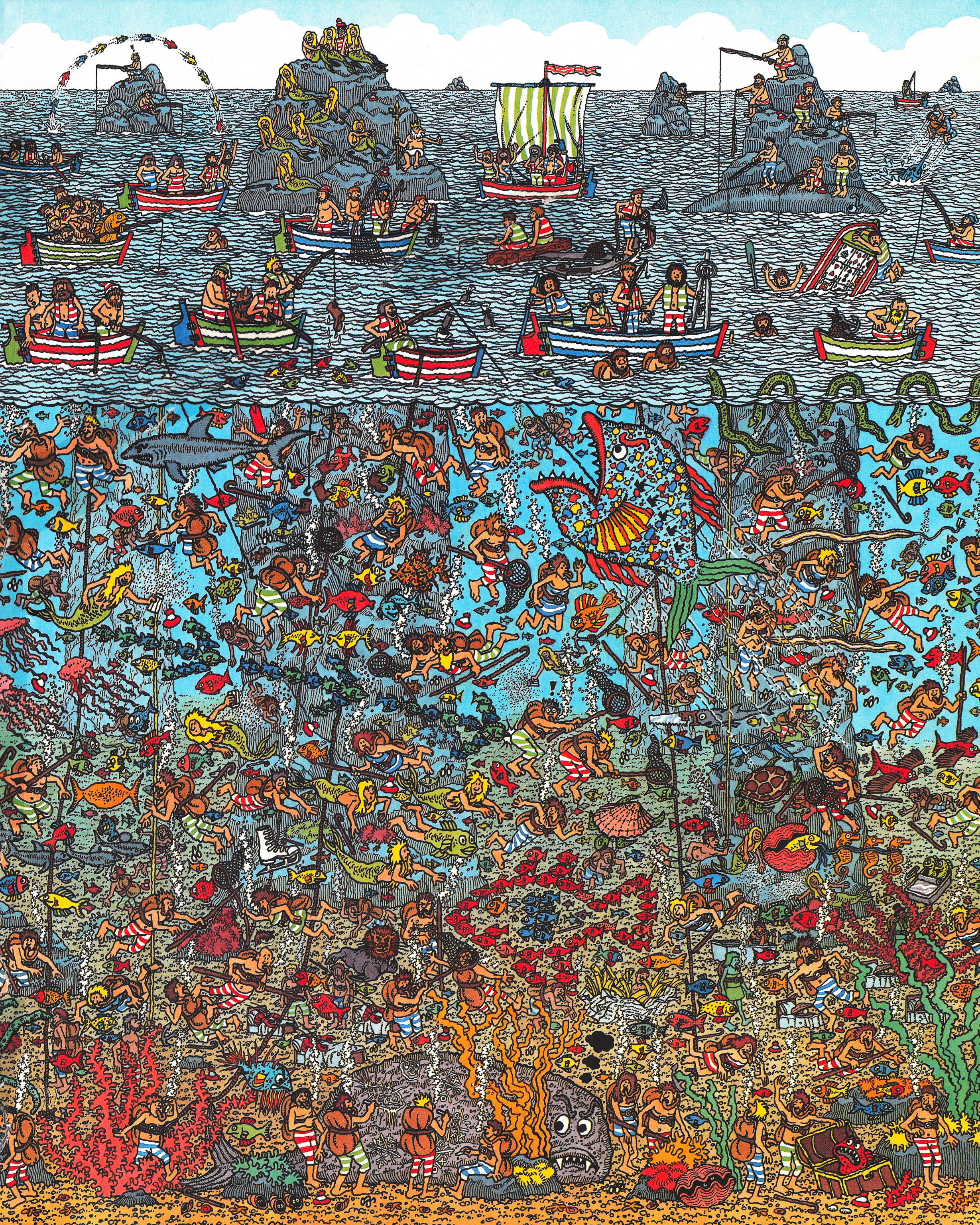






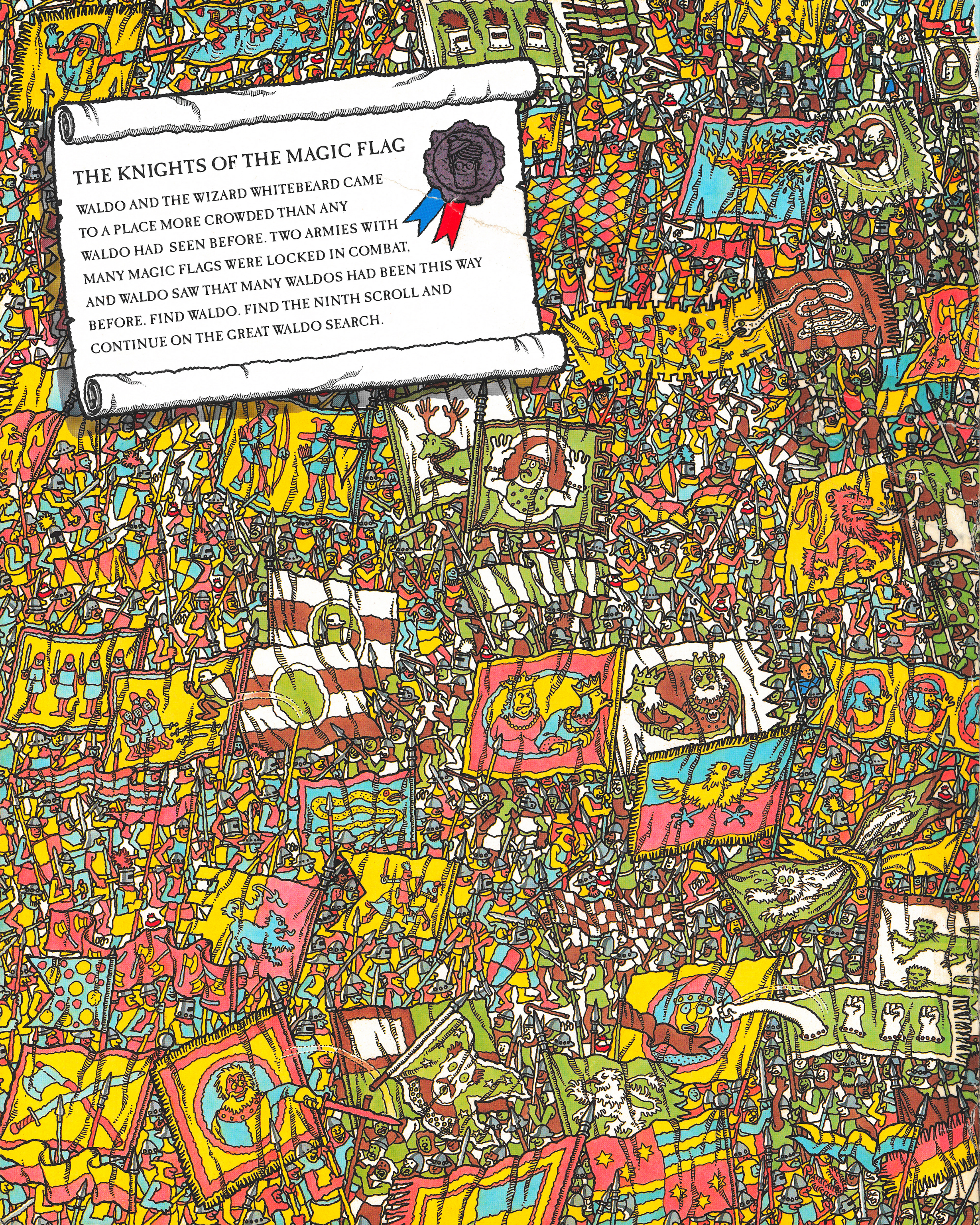
THE DEEP-SEA DIVERS

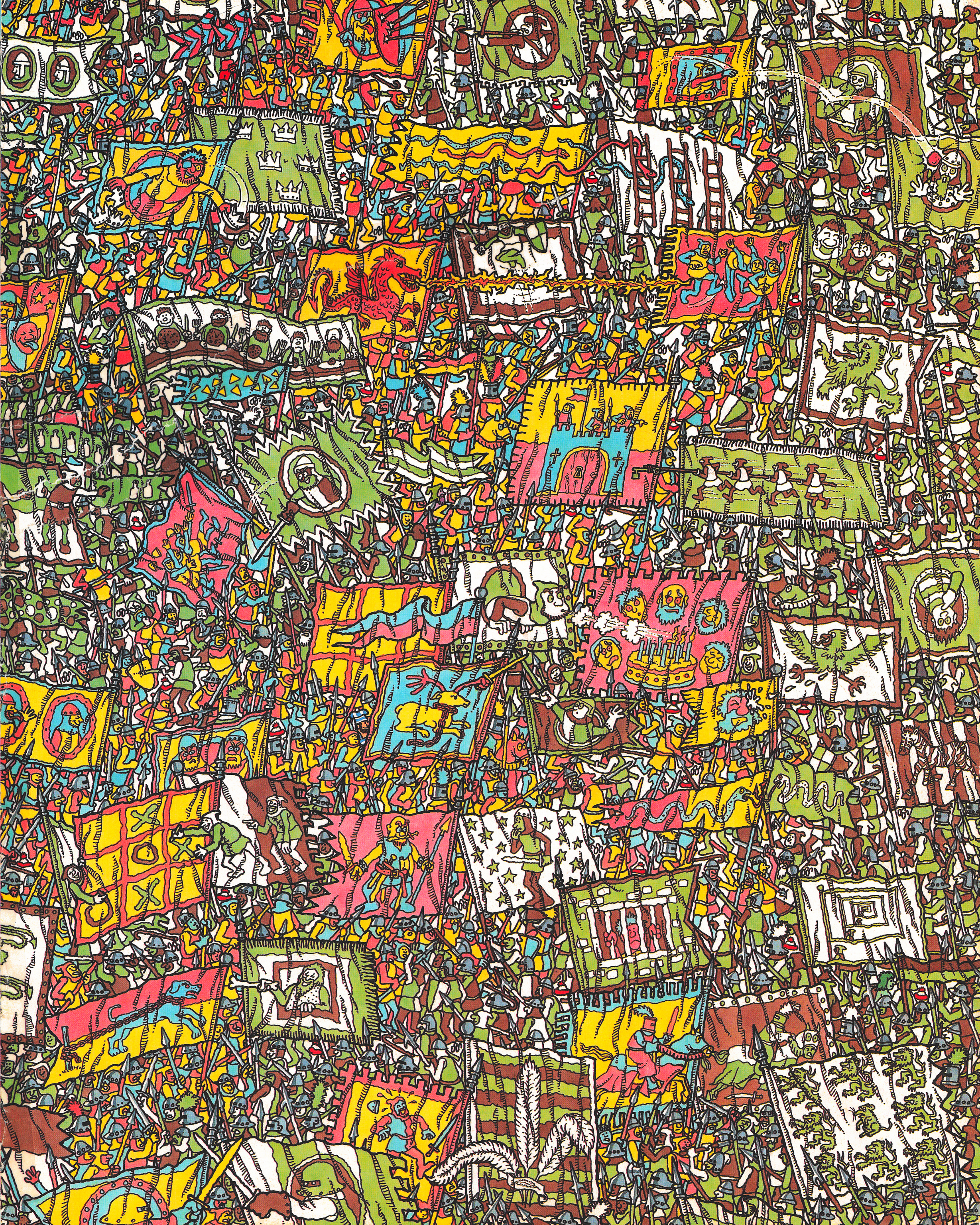
THEN WALDO AND THE WIZARD WHITEBEARD CAME TO THE WATERY WORLD OF THE DEEP-SEA DIVERS, WHERE MANY WALDOS HAD BEEN BEFORE. WALDO SEARCHED FOR THE EIGHTH SCROLL AMONG THE MONSTERS OF THE DEEP, AMONG THE MERMAIDS, FISHERMEN, AND FISH. FIND WALDO. FIND THE SCROLL AND CONTINUE ON THE JOURNEY.

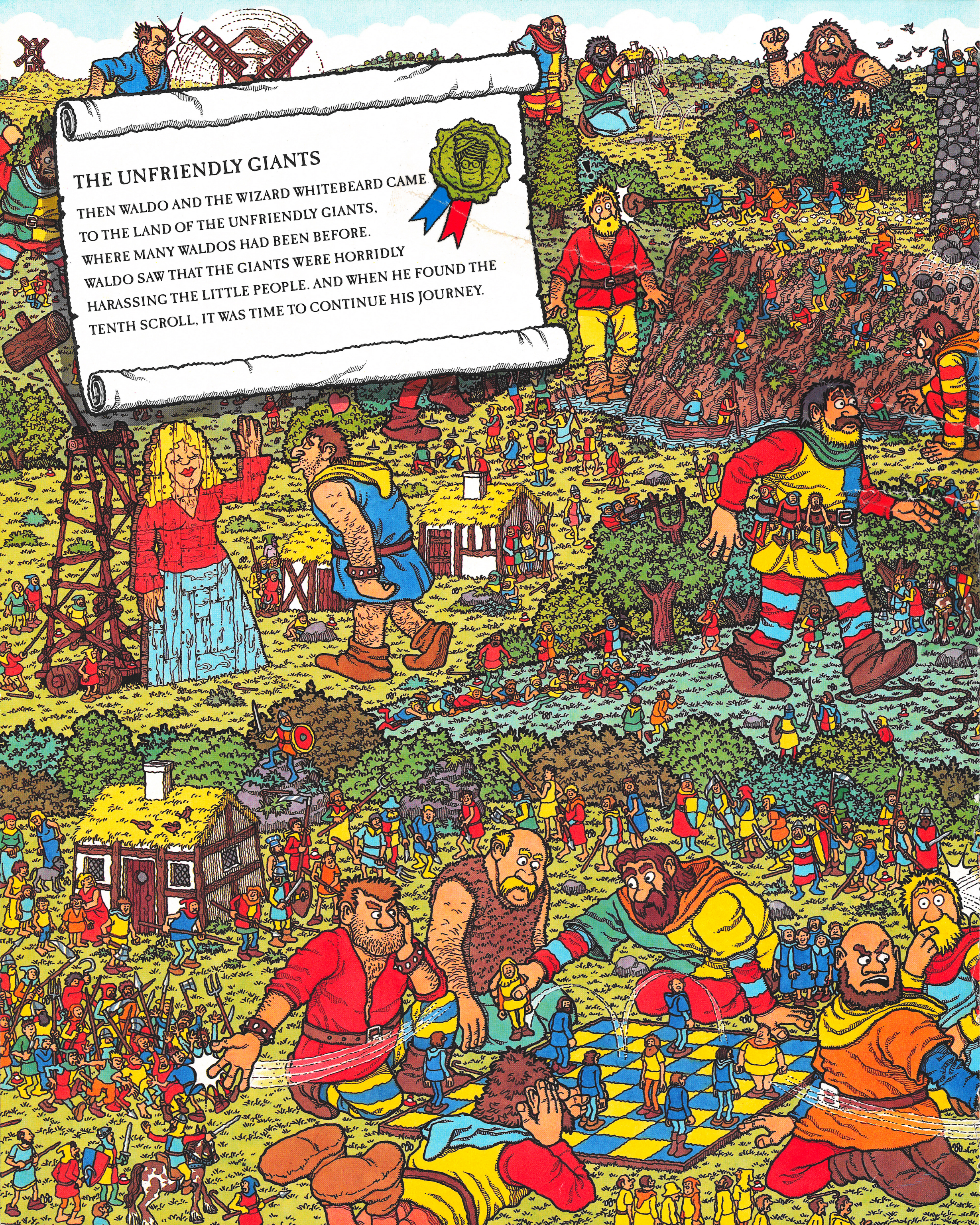


THE KNIGHTS OF THE MAGIC FLAG

WALDO AND THE WIZARD WHITEBEARD CAME TO A PLACE MORE CROWDED THAN ANY WALDO HAD SEEN BEFORE. TWO ARMIES WITH MANY MAGIC FLAGS WERE LOCKED IN COMBAT, AND WALDO SAW THAT MANY WALDOS HAD BEEN THIS WAY BEFORE. FIND WALDO. FIND THE NINTH SCROLL AND CONTINUE ON THE GREAT WALDO SEARCH.

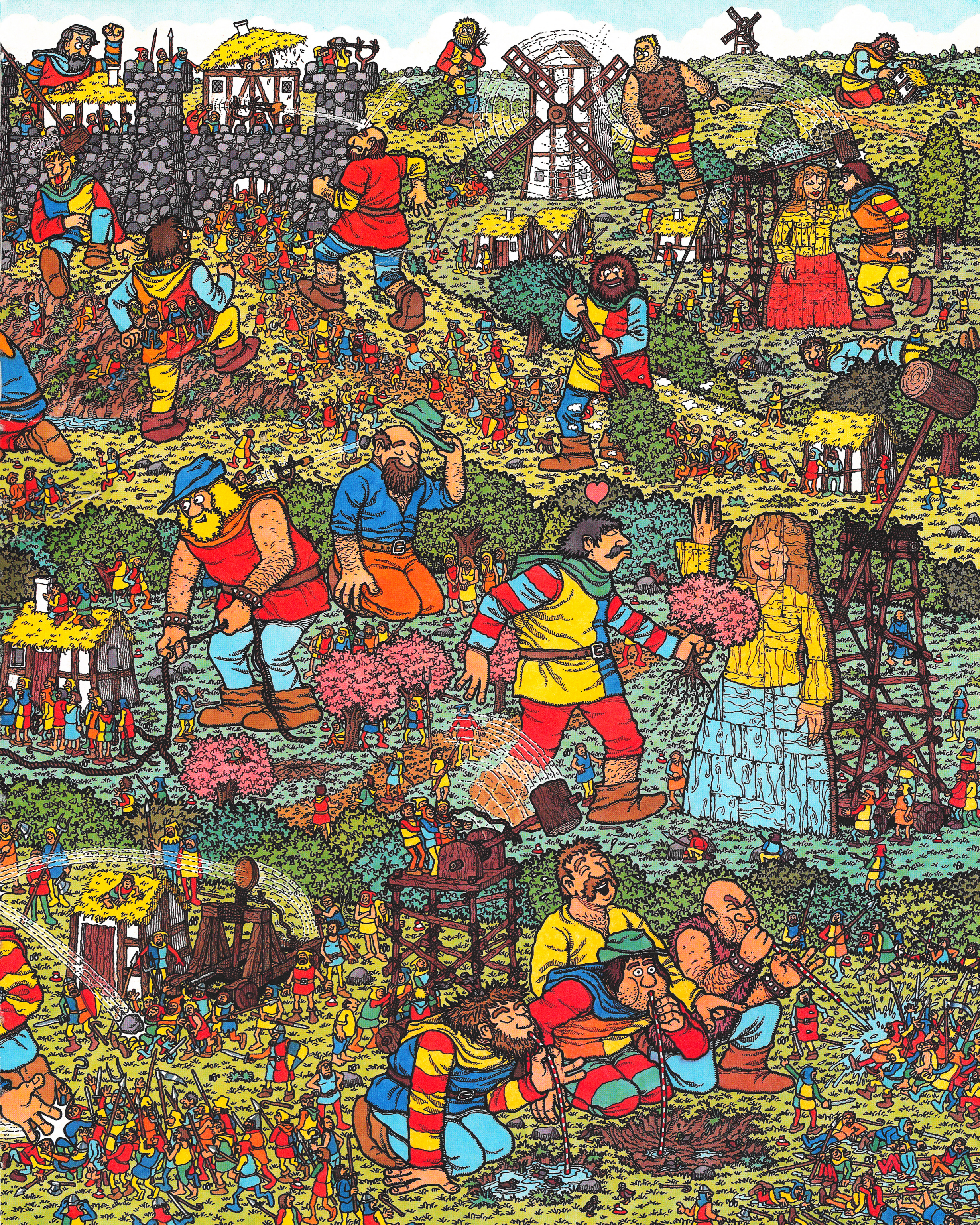


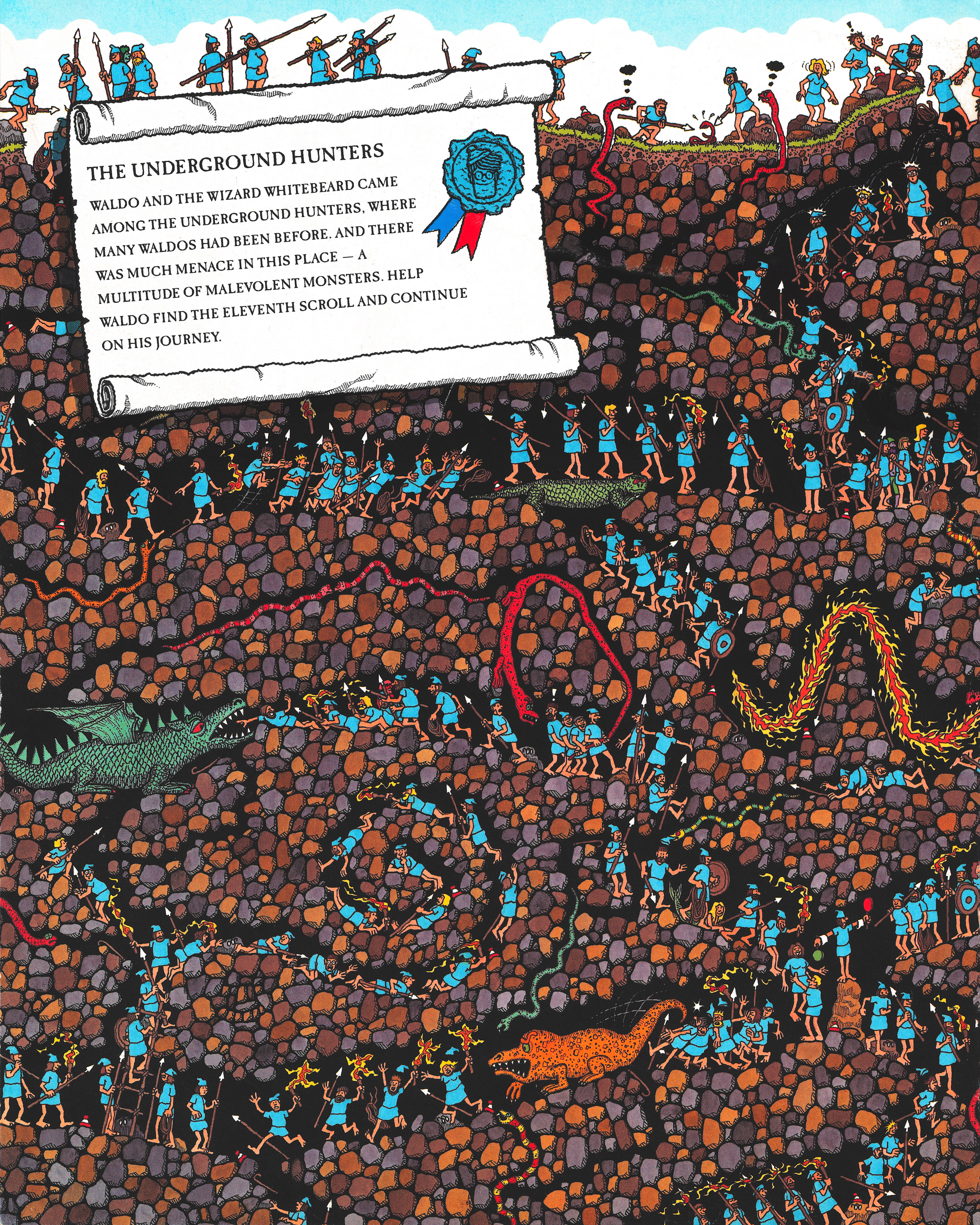




THE UNFRIENDLY GIANTS

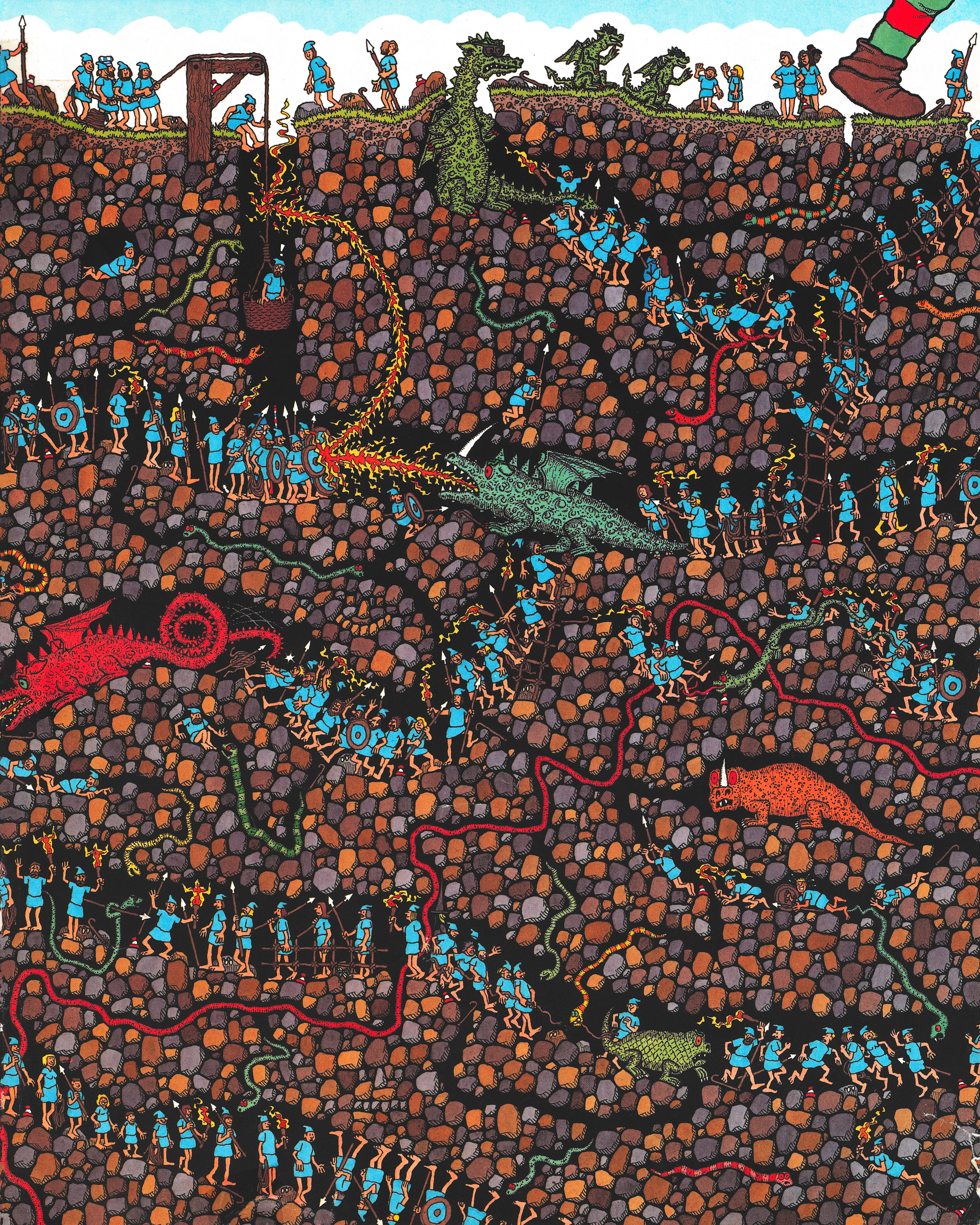
THEN WALDO AND THE WIZARD WHITEBEARD CAME TO THE LAND OF THE UNFRIENDLY GIANTS, WHERE MANY WALDOS HAD BEEN BEFORE. WALDO SAW THAT THE GIANTS WERE HORRIDLY HARASSING THE LITTLE PEOPLE. AND WHEN HE FOUND THE TENTH SCROLL, IT WAS TIME TO CONTINUE HIS JOURNEY.

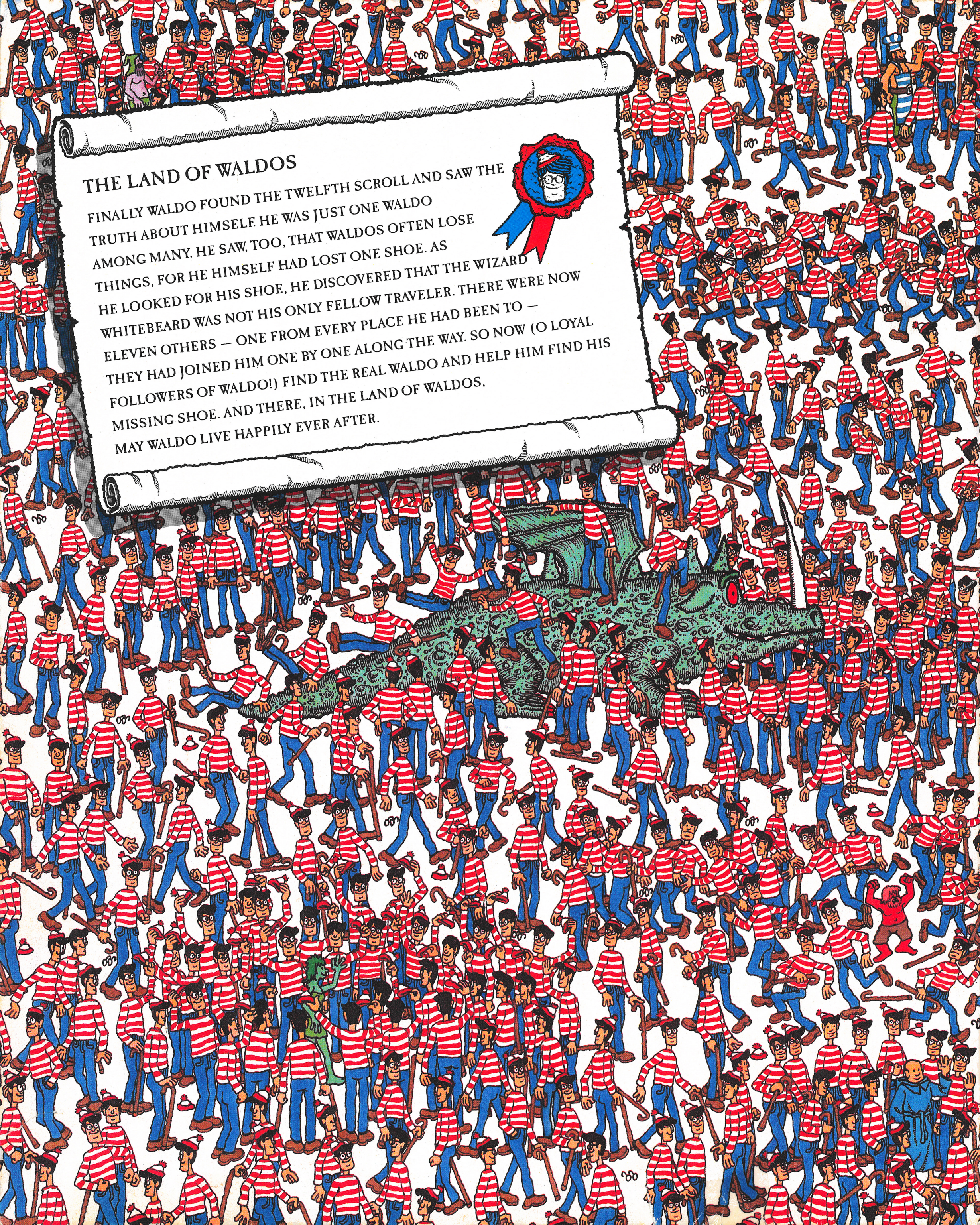




THE UNDERGROUND HUNTERS

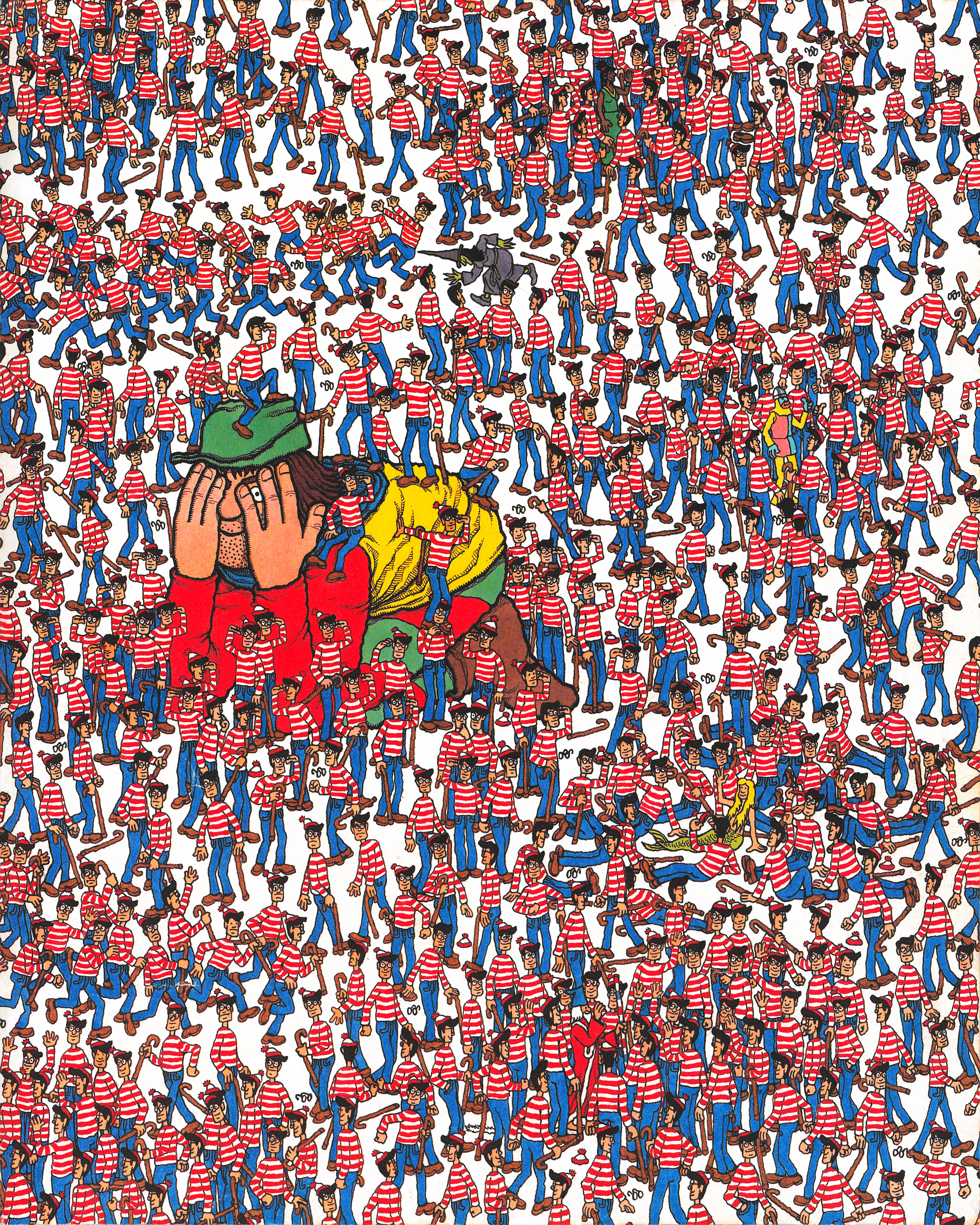
WALDO AND THE WIZARD WHITEBEARD CAME AMONG THE UNDERGROUND HUNTERS, WHERE MANY WALDOS HAD BEEN BEFORE. AND THERE WAS MUCH MENACE IN THIS PLACE — A MULTITUDE OF MALEVOLENT MONSTERS. HELP WALDO FIND THE ELEVENTH SCROLL AND CONTINUE ON HIS JOURNEY.





THE LAND OF WALDOS

FINALLY WALDO FOUND THE TWELFTH SCROLL AND SAW THE TRUTH ABOUT HIMSELF. HE WAS JUST ONE WALDO AMONG MANY. HE SAW, TOO, THAT WALDOS OFTEN LOSE THINGS, FOR HE HIMSELF HAD LOST ONE SHOE. AS HE LOOKED FOR HIS SHOE, HE DISCOVERED THAT THE WIZARD WHITEBEARD WAS NOT HIS ONLY FELLOW TRAVELER. THERE WERE NOW ELEVEN OTHERS — ONE FROM EVERY PLACE HE HAD BEEN TO — THEY HAD JOINED HIM ONE BY ONE ALONG THE WAY. SO NOW (O LOYAL FOLLOWERS OF WALDO!) FIND THE REAL WALDO AND HELP HIM FIND HIS MISSING SHOE. AND THERE, IN THE LAND OF WALDOS, MAY WALDO LIVE HAPPILY EVER AFTER.



THE GREAT WALDO SEARCH CHECKLIST

Hundreds more things for Waldo followers to look for!

THE GOBBLING GLUTTONS

☐ A strong waiter and a weak one
☐ Long-distance smells
☐ Unequal portions of pie
☐ A man who has had too much to drink
☐ People who are going the wrong way
☐ Very tough dishes
☐ An upside-down dish
☐ A very hot dinner
☐ Knights drinking through straws
☐ A clever drink-pourer
☐ Giant sausages
☐ A custard fight
☐ An overloaded seat
☐ Beard-flavored soup
☐ Men pulling legs
☐ A painful spillage
☐ A poke in the eye
☐ A man tied up in spaghetti
☐ A knock-out dish
☐ A man who has eaten too much
☐ A tall diner eating a tall dish
☐ An exploding pie
☐ A man in the soup
☐ A smell travelling through two people

THE BATTLING MONKS

☐ Two fire engines
☐ Hot-footed monks
☐ A bridge made of monks
☐ A smart aleck monk
☐ A diving monk
☐ A scared statue
☐ Fire meeting water
☐ A snaking jet of water
☐ Chasers being chased
☐ A smug statue
☐ A snaking jet of flame
☐ A five-way wash-out
☐ A burning bridge
☐ Seven burning backsides
☐ Monks worshipping the Flowing Bucket of Water
☐ Monks shielding themselves from lava
☐ Thirteen trapped and extremely worried monks
☐ A monk seeing an oncoming jet of flame
☐ Monks worshipping the Mighty Erupting Volcano
☐ A very worried monk confronted by two opponents
☐ A burning hose
☐ Monks and lava pouring out of a volcano
☐ A chain of water
☐ Two monks accidentally attacking their brothers

THE CARPET FLYERS

☐ Two carpets on collision course
☐ An overweight flyer
☐ A pedestrian crossing
☐ A carpet pin-up
☐ Three hangers-on
☐ Flying hitch-hikers
☐ An unsatisfied customer
☐ A used carpet salesman
☐ A topsy-turvy tower
☐ A spiky crash
☐ Carpet cops and robbers
☐ A passing fruit thief
☐ Upside-down flyers
☐ A carpet repair shop
☐ Popular male and female flyers
☐ A flying tower
☐ A stair carpet
☐ Flying highwaymen
☐ Rich and poor flyers
☐ A carpet-breakdown rescue service
☐ Carpets flying on carpet flyers
☐ A carpet traffic policeman
☐ A flying carpet without a flyer

THE GREAT BALL-GAME PLAYERS

☐ A three-way drink
☐ A row of hand-held banners
☐ A chase that goes round in circles
☐ A spectator surrounded by three rival supporters
☐ Players who can't see where they are going
☐ Two tall players versus short ones
☐ Seven awful singers
☐ A face made of balls
☐ Players who are digging for victory
☐ A face about to hit a fist
☐ A shot that breaks the woodwork
☐ A mob chasing a player backwards
☐ A player chasing a mob
☐ Players pulling each others' hoods
☐ A flag with a hole in it
☐ A mob of players all holding balls
☐ A player heading a ball
☐ A player tripping over a rock
☐ A player punching a ball
☐ A spectator accidentally hitting two others
☐ A player poking his tongue out at a mob
☐ A mouth pulled open by a beard
☐ A backside shot

THE FEROCIOUS RED DWARVES

☐ A spear-breaking slingshot
☐ Two punches causing chain reactions
☐ Fat and thin spears and spearmen
☐ A spearman being knocked through a flag
☐ A collar made out of a shield
☐ A prison made of spears
☐ Tangled spears
☐ A devious disarmer
☐ Dwarves disguised as spearmen
☐ A stick-up machine
☐ A spearman trapped by his battle dress
☐ A sneaky spear-bender
☐ An axe-head causing headaches
☐ A dwarf who is on the wrong side
☐ Dangerous target practice
☐ Opponents charging through each other
☐ A spearman running away from a spear
☐ A slingshot causing a chain reaction
☐ A sword cutting through a shield
☐ A spear hitting a spearman's shield
☐ A dwarf hiding up a spear
☐ Spearmen who have jumped out of their clothes
☐ A spear knocking off a dwarf's helmet

THE NASTY NASTIES

☐ A vampire who is scared of ghosts
☐ Two vampire bears
☐ Vampires drinking through straws
☐ Gargoyle lovers
☐ An upside-down torture
☐ A baseball bat
☐ Three wolfmen
☐ A mummy who is coming undone
☐ A vampire mirror test
☐ A frightened skeleton
☐ Dog, cat and mouse doorways
☐ Courting cats
☐ A ghoulish game of skittles
☐ A gargoyle being poked in the eye
☐ An upside-down gargoyle
☐ Ghoulish flight controllers
☐ Three witches flying backwards
☐ A witch losing her broomstick
☐ A broomstick flying a witch
☐ A ticklish torture
☐ A vampire about to get the chop
☐ A ghost train
☐ A vampire who doesn't fit his coffin
☐ A three-eyed, hooded torturer

THE FIGHTING FORESTERS

☐ Three long legs
☐ A three-legged knight
☐ Knights being chopped down by a tree
☐ Two multiple knock-outs
☐ A lazy lady
☐ A tree with a lot of puff
☐ Hard-headed women
☐ Attackers about to be attacked
☐ A strong woman and a weak one
☐ An easily frightened horse
☐ Eight pairs of upside-down feet
☐ Knights shooting arrows at knights
☐ An upside-down ladder
☐ Loving trees
☐ An upside-down trunk
☐ A two-headed unicorn
☐ A unicorn in a tree
☐ Trees with two faces
☐ Muddy mud-slingers
☐ A tearful small tree
☐ Spears getting sharpened tips
☐ Trees branching out violently
☐ Stilts being chewed up

THE DEEP-SEA DIVERS

☐ A two-headed fish
☐ A sword fight with a swordfish
☐ Fish fingers
☐ A sea bed
☐ A fish face
☐ A catfish and a dogfish
☐ A jellyfish
☐ A fish with two tails
☐ A skate
☐ A sea-lion
☐ Two fish-shaped formations
☐ Treacherous treasure
☐ Oyster-beds
☐ Canned fish
☐ Flying fish
☐ Electric eels
☐ A deck of cards
☐ A bottle in a message
☐ A fake fin
☐ A back to front mermaid
☐ A seahorse-drawn carriage
☐ A boat's compass
☐ A fish catching men
☐ An underwater beach scene
☐ Divers drawing on an angry sea monster

THE KNIGHTS OF THE MAGIC FLAG

☐ Unfaithful royals
☐ A flag full of fists
☐ A game of tick-tack-toe
☐ A sword-fighting reindeer
☐ A man behind bars
☐ A mouse among lions
☐ Flags within a flag
☐ A tangle of tongues
☐ A zebra crossing
☐ An eagle dropping an eyeful
☐ A puffing spoilsport
☐ A battering-ram door key
☐ Snakes and ladders
☐ A flame-throwing dragon
☐ Diminishing desserts
☐ A crown thief
☐ A thirsty lion
☐ A weapons' imbalance
☐ A foot being tickled by a feather
☐ Some rude soldiers
☐ A surrendering reindeer
☐ A dog straining to get a bone
☐ A helmet with three eyes

THE LAND OF WALDOS

☐ Waldos waving
☐ Waldos walking
☐ Waldos running
☐ Waldos sitting
☐ Waldos lying down
☐ Waldos sliding
☐ Waldos standing still
☐ Waldos smiling
☐ Waldos searching
☐ Waldos being chased
☐ Waldos giving the thumbs-up
☐ Waldos looking frightened
☐ Waldos with bobble hats
☐ Waldos without bobble hats
☐ Waldos raising their bobble hats
☐ Waldos with walking sticks
☐ Waldos without walking sticks
☐ Waldos with spectacles
☐ Waldos without spectacles
☐ A Waldo on a hat
☐ A Waldo holding a wing
☐ Waldo

THE UNDERGROUND HUNTERS

☐ A hunter about to put his foot in it
☐ Four frightened flames
☐ A snaky hat thief
☐ An underground traffic policeman
☐ Three surrendering flames
☐ A two-headed snake
☐ A snaky tickle
☐ A ridiculously long snake
☐ Three dragons wearing sunglasses
☐ A dragon that attacks with both ends
☐ Angry snake-parents
☐ Five broken spears
☐ A monstrous bridge
☐ Five rock faces
☐ Upside-down hunters
☐ A snake that is trapped
☐ A very long ladder
☐ A torch setting fire to spears
☐ Hunters tripped by a tongue
☐ A hunter with an extra long spear
☐ Hunters about to collide
☐ Hunters going around in a circle
☐ A shocked tail-puller

THE UNFRIENDLY GIANTS

☐ Trappers about to be trapped
☐ A catapulted missile hitting people
☐ A hairy bird's nest
☐ Ducks out of water
☐ A mocking giant about to come unstuck
☐ Two broom trees
☐ Two giants who are out for the count
☐ Two windmill knock-outs
☐ A polite giant about to get a headache
☐ A giant with a roof over his head
☐ Three people in a giant hood
☐ A battering-fist
☐ A house shaker
☐ A drawing-pin trap
☐ A landslideof boulders
☐ Six people strapped inside giant belts
☐ People being swept off their feet
☐ People taking part in a board game
☐ Rope-pullers being pulled
☐ Birds being disturbed by a giant
☐ Two game-watchers slapping people
☐ Four shy ladies being flattered
☐ A powerful burst of pond water

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THE GREAT WALDO SEARCH

The Great Waldo Search begins. Can you find Waldo on every page? Tease your brain, sharpen your wits, and follow Waldo into the realms of amazing fantasy. Find him among gobbling gluttons, battling monks, carpet flyers, red dwarves, deep-sea divers, knights of the magic flag, unfriendly giants, underground hunters, and many, many more. Only the best complete the Great Waldo Search. Join them!

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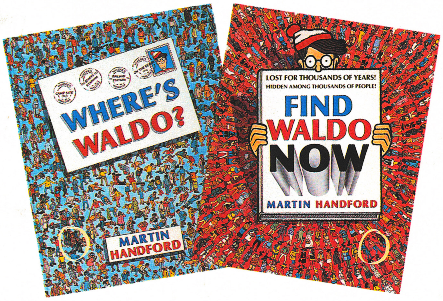
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